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World's best golf game? It's by no means lame

ALSO: Twisted Metal, SAS Kick Ass, DefCon5, Johnny Bazookatone



from the  
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SonyPro Issue #2  
Christmas 1995 £2.95





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CONTENTS  
100% pure, undiluted,  
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THE RAIDEN PROJECT ISN'T NEW.

THE FIRST PART WAS RELEASED

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THE SECOND IN 1993. BOTH CAN STILL

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THE RAIDEN PROJECT STANDS APART

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LIMITS, DRAWS UP ITS OWN RULES IN

THIS BETTER-THAN-THOU INDUSTRY.

THE ONLY CUTTING EDGE ELEMENT IN

THE RAIDEN PROJECT IS ITS DEDICATED

CONVERSION PHILOSOPHY. SO, IF YOU

THINK A GOOD GAME RELIES ON

CURRENT TRENDS RATHER THAN SOLID

GAMEPLAY THEN PREPARE FOR

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Pure...Und





"ONE OF, IF NOT THE CLASSIC ARCADE SHOOT'EM-UP OF ALL TIME. THE RAIDEN PROJECT IS  
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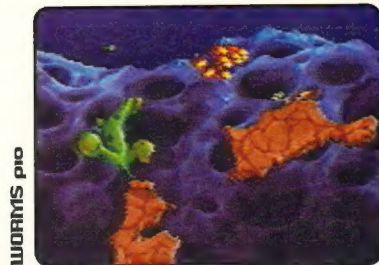
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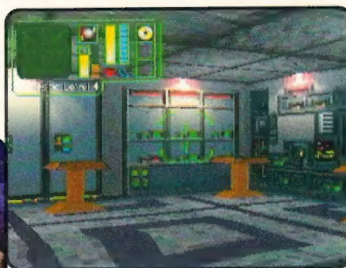


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MYST p142



**SCIENTISTS SAY  
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# Revi

You are now at the beginning of the review section - the exciting bit

Over the next 50 pages you'll find out which Sony PlayStation games are worth buying, which aren't, and what they're all like

If you have any suggestions on how to improve the review section, write



006505 ☆☆☆

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of alien invaders, it's time to light the light, it's time to get things started

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The green-haired suicide squad is back for more shenanigans, except in 3D.

☆☆☆☆



e in to SonyPro Reviews at the Freepost address at the back of the mag





Shock horror exclusive revelation! The way a review comes to fruition - and this is in the tiniest nutshell - is as follows: Press release arrives in post with software release schedule. Game is allocated some space in the magazine. Phone call is made to software publishing company to arrange appointment for demonstration of game. Public relations person from software house (usually ex-Europress employee) calls round with game. Go out for lunch at local American diner.

Have one drink too many. Come back. Take piss out of PR person and his game. At end of day, tell him you were only joking/there's no hard feelings/of course the game'll get at least 9 out of 10 and four pages (Adrian).

Obviously it's rare that a great game does come in, and after several embittered years of reviewing video games the shock of seeing a good one is often too much to take. Worms made me, and the rest of SonyPro, freak. Reviews Ed Steve McNally and I played it non-stop for five hours. That's saying something for two people whose attention spans put together normally measure less than that of an average goldfish.



As the popular saying goes: 'The early bird catches the worm, then dies a violent death as the worm turns and blows it away with a bazooka from point blank range'. At least that's how it *should* go



The scenery floats alone after having copped untold damage. But the worm stands







Below: An Uzi-wielding worm that features in one of the many pre-rendered battle sequences



What a game. Make no bones about it - because there are no bones in worms, thus making the term 'bone on' a bit of a misnomer - it doesn't look much to start with. Lemmings-like scenery, tiny sprites, tons of buttons to press, and what seems like far too many weapon icons could put the non-believer off straight away.

Production Ed Neil, for example, said, 'It looks dirt'. Others not in the know dissed it as being unsuitable for the PlayStation. Why? Because they couldn't be bothered sitting down in front of it and giving it a proper



go. Soon-to-be-rich Andy Davidson, who conceptualised the whole thing, deserves every penny he earns. Not since Lemmings rocked the games industry over four years ago has a multi-format game outside the hype-attracting beat-'em-up genre created such a buzz.

At the time of writing, Worms isn't even out, although by the time you read this it should be flying - rather than wriggling - off the shelves. As it says on the box: They've turned. And how.

Boom! This worm's on its way out. Compound explosion 'mare







# Worms



Although a few hundred words of text and some screenshots can never adequately show how good - or indeed how bad - a

game is, try and imagine the scene. Randomly placed on a landscape about three screens wide are up to four teams of worms. Each team has a supply of weapons

and gadgets to use in an attempt to blow the other sides into wormdom come.

So it's not like Lemmings - to win, you need to kill worms, although it has to be said that you need to look after your own or before you know it you'll be wormless. Painful in the extreme.

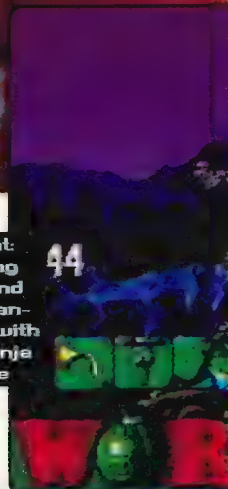
Turn-based, each worm has the chance to inflict damage on others on a percentage points basis. All worms are equal in the eyes of Andy Davidson, and all slither off (rather than kick off, cos worms don't have feet, remember), with 100 health points each.

An amazing array of icons - 23 of them in all - can be called up to start Worm War One in earnest. The first few games you play are very much trial and error as you suss out when a cluster bomb is more effective than a bazooka shell or when to teleport rather than tunnel.



Right: Swing around Batman-style with the Ninja rope

44



Worms is at its best when played in two, three or four-player mode. That's not to say that playing the computer is no good, because it is. The computer intelligence and skill is set at a challenging level, but it's just not the same as seeing grown men go red in the face with humiliation, before screaming, 'Just one more go.'

As each game goes by, you'll

Left: An airstrike - potentially the most devastating attack







When you've got the hang of each weapon's nuances and capabilities, Worms can often end up as a long distance slugfest. What often happens is that both/all sides suffer casualties until there's only two worms left, one on either side of the screen. This is when the cunning 'sudden death' option comes in. Once a match has been in progress for 15 minutes, the remaining worms' energy levels are knocked down to one point, thus making them very vulnerable to hostile fire. The tiniest piece of shrapnel could now be your nemesis.



All the above, however, can be changed to suit yourself. Each fragmental detail of Worms is configurable, and although the default options are fine, Worms addicts worldwide will soon be changing the rules to suit themselves.

Check out the post-match stats for a laugh too. Yes, there's even a saveable league system with individual worm rankings for the show-off in all of us. I was going to conclude

this review by saying Worms is one for the strategically minded. No way! I'd recommend it to any owner of a PlayStation. Let's face it, I'm as strategi-



Right: The little yellow box is a weapon drop



discover the diversity in scenery, locations and landscaping.

There's a Bosch-style demonic area littered with devils, gibbets and skulls, an arctic scene with snowmen and ice caves (just watch them worms slide to their doom), and a candy world constructed from honeycombed chocolate and striped lollies too.

No landscape is immune to bombing, however, and you'll soon learn that there's no place for ozone-layer protectionists in Worms.

Each world is randomly generated in front of you, and if you don't like the look of one, just give it a miss until you find one you do like.

You'll soon become familiar with the geographical features of the various locales, but it's virtually impossible you'll find yourself dealing with an exact replica of one you've tackled before.

#### WORMS YOUR WAY TO SUCCESS

- Save the best weapons until last, namely the homing missile, the air strike and the cluster bombs.
- Grenades, bazookas and dynamite are best used early on.
- Spread your worms around so only one can be attacked at a time.
- Don't forget if you're just going to come back out the same way - it's a waste of a move.



**SUMMARY**  
**GAME** Worms  
**GENRE** Strategy  
**SOFTWARE HOUSE** Ocean/Team 17  
**PRICE** £39.99

Apart from the nine hilarious rendered cut scenes, Worms doesn't look much. In fact, it resembles Lemmings. The sprites are tiny, but on closer inspection they're more detailed and better animated than the green-haired rodents. The gameplay is far more fun too. Each version [it's to be released on every format] of Worms is ostensibly the same, but the PlayStation one looks and plays better than all its wriggly peers. The surprise package of the year.

**GRAPHICS** 8  
**GAMEPLAY** 10  
**LASTABILITY** 9  
**OVERALL** 9





# True Pinball breaks but not the laws of

**True Pinball** is the ultimate fully rendered, high speed propulsion into the electric world of pinball fervour.

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mathematical precision, gravity conditions, and stems from Digital Illusions' considerable experience. That's why it adds



VINYL TILES

# TRUE PINBALL TP

ocean

the mould,  
f gravity.

ion right down to  
nd because it  
llusions'  
ence - that's why.  
p to the fastest,

most accurate sim on the market and  
shatters the mould of what we are  
asked to accept.

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As you can see, the animation graphics are simply stunning



A genre that's been pushed to the limits on every format imaginable is now being well and truly brought up-to-date thanks to some pretty impressive PlayStation offerings. Novastorm is craftily disguised as a good game and promises to play like the greatest release ever.

The stunning animations and sound leave you waiting for the purest and most frenzied laser blast'em-up in the entire history of frenzied laser blast'em-ups! After the animations stop you're guided straight into the game itself, which, true to form, is a shoot'em-up in the traditional sense of the word.

Unfortunately, no matter how much the impressive background scrolling continues, it soon becomes apparent that the game itself is a bog-standard effort in the vein of Microcosm. The 3D backgrounds are admittedly impressive, but the ships themselves appear to have just been slapped on as an afterthought, and are represented by feeble, run-of-the-mill 2D images.



Left: The squid guardian is fairly simple to defeat



# Novastorm



**Sony Interactive Europe, formerly known as Psygnosis, has conjured up that most original of concepts, the shoot'em-up!**



Below left: Clear waves of ships for power up icons

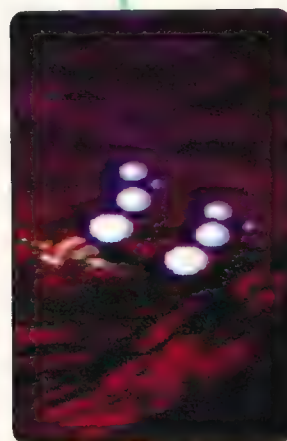






Depending on your personal preference, there are three skill levels to use as you will. It's best obviously if you begin on Easy level, which to be honest is exactly what it says. A little too easy maybe, but it does give you the chance to get the feel of the game. The next level up will test hardened gamers as the enemies are much tougher. As for the Hard level, it's best left alone unless you fancy being pulverised almost instantly.

Novastorm, for all of its impressive backgrounds and animations, is to all intents and purposes, a standard shoot'em-up with small levels of frantic blasting action and tough end-of-level guardians. These bosses can be disposed of using one of your two extra weapons: A smart bomb which can inflict serious damage, and a panic weapon which will fire in all directions. Your only other form of attack is a laser which can be powered up by collecting icons after a wave of enemies has been wasted.

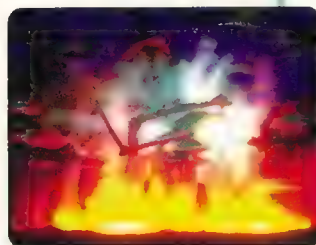


Power-up icons can improve your ship's handling and speed. This certainly makes your task a whole lot simpler, assuming you clear enough waves of enemy fighters. In fact, it's possible to have your entire ship surrounded with firepower of your own. However, this makes it a little difficult to see exactly where your ship is in relation to the vast spray of laser fire surrounding it.

At some stages you will find it very tricky to see exactly what's going on. This is due to the incredible number of enemy ships and the frenzied laser fire from all parties. More confusion is caused by the end-of-level guardians, which all vary in strength. Not a

problem if they appear in order, but the first guardian is by far the trickiest in the entire package. Weird.

Novastorm sets out to be the ultimate shoot'em-up experience and begs you to save the universe from adversity. You'll be left wondering exactly why?



#### SUMMARY

**GAME** Novastorm  
**GENRE** Shoot'em-up  
**SOFTWARE HOUSE** Sony  
**PRICE** £44.99

If it's stunning animations in the form of a mini movie, in-game animations between levels, and impressive 3D landscapes you're after, Novastorm comes highly recommended. If, on the other hand, you want a totally playable and enjoyable shoot'em-up with more and more unexpected challenges, you should perhaps look elsewhere. Are we ever going to see a game that successfully blends superb graphics and unbelievable gameplay?

**GRAPHICS** 8  
**GAMEPLAY** 7  
**LASTABILITY** 5

**OVERALL** 6







# SHELLSHOCK



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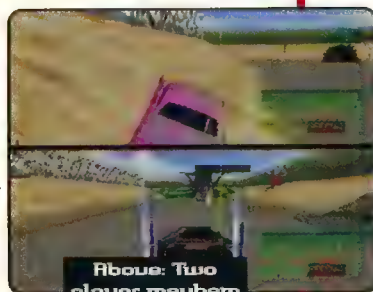
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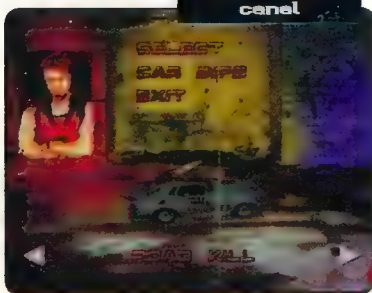
Below: Fight fire with fire. That's the message from this police car as it attempts to eliminate road rage



If there's one thing better than rubber-necking like a ghoulish at a spot of road carnage, it's causing the mayhem yourself. Surely then, this is the stuff that dreams are made of



Above: Two player mayhem down by the canal



*Oh no, that's bish!*

This is not the kind of over-the-shoulder comment you expect to hear when you're reviewing a game for SonyPro. For one thing, 'bish' isn't a real word, it's just a pump Geordie term which Alex made up as a substitute for something altogether more profane. And for another, this is the PlayStation we're dealing with here, and generally there's nothing 'bish' about it.

To be fair, the bish thing in question has no real effect on the game. The comment came after a change of driving perspective had moved proceedings from behind to inside the vehicle - a super-charged 4WD monster truck complete with machine guns, homing missiles and a bish pair of hands, moving bishly on a bish steering wheel. It doesn't alter how the game plays and it doesn't really spoil matters much, but this aspect would look more at home on an outdated 8-bit home computer. It looks shoddy, untested and generally half-hearted, and unfortunately, as first impressions go, could not be better suited to Twisted Metal.

# Twisted



Right: This truck has beastly firepower, but handles like a tank







What is it with driving games these days? There was a time when simply getting into a car and spanningnering around a track for countless laps was enough, but not any more, oh no. These days it's all about missiles, tactics and general destruction.

All well and good for a real life trip home along the M62, and a nice idea if it's done right, but a pretty pump one if it isn't. Twisted Metal, as you may have already guessed, falls into the second category.

Well it kind of does. What you have is a choice of 12 bizarre vehicles (of which the pink pimpmobile is by far the best),

armed to the hilt with machine gun rounds, and, if you collect them, guided missiles. Er, and maybe a few bee-tches in the aforementioned tack wagon.

Taking control of one of these vehicles, you career around five different zones, avoiding unfriendly fire, and picking off other vehicles and wiping them out in determined fashion.

As if skidding round corners and implementing 360° turns wasn't enough, there are ramps for extra stuntworthiness, and there's always the option to knock over and splatter the stray geezers who tend to hang around on the street corners.



Above: This looks more like a monster truck rally than a duel

An armour plated Lamborghini attempts to ram a military armoured car out of the contest

# Twisted Metal

The six levels vary from freeways to rooftops, and look the part in every way. A radar of sorts displays your position in relation to that of your adversaries, and limited regeneration ramps reduce some of the damage you'll sustain.

In the default control, one button propels your vehicle forwards, another backwards, and others take care of the rest.

The best feature of Twisted Metal is the two-player split-screen duel where you can take on a mate.

## SUMMARY

GAME Twisted Metal  
GENRE Battle driving  
SOFTWARE HOUSE Sony  
PRICE £44.99

As an idea, Twisted Metal is good. A driving game with missiles, original vehicles, no defined track, and where a little bit of strategy can work wonders, sounds a treat. In practice though, it's a long way from being great. With the power of the PlayStation coupled with excellent arenas and 12 good looking cars to drive, it should be a treat to play, but it's let down by lack of attention to detail. Is it bish then? Well, no. But can you live without a game like this? Easily.

GRAPHICS 8  
GAMEPLAY 7  
LASTABILITY 6

OVERALL 7



This has to be the most spectacularly bad choice of times to launch CyberSpeed imaginable. Wipeout mania is still rampant and I doubt whether many people have played it enough to be fed up enough to go out in search of a replacement. That is all Cyberspeed could be, because the differences between the idea behind the two games aren't all that great.

Example: control a craft that hovers about the race track and try and come first in each race firing your weapons and collecting the power ups that are littered around the track.

The main difference is that in Mindscape's effort your course around the track is unalterable because each craft is powered by a connection between itself and a thin pinky coloured wire suspended above. It means that your vehicle is guided around like a monorail, with the only deviation from the course being to swing out to the side when your going too fast. This does add an interesting new dimension as well though. You have

full control over the craft's angle in relation to the wire allowing you to not only overtake competitors at the side but also above and below as well.

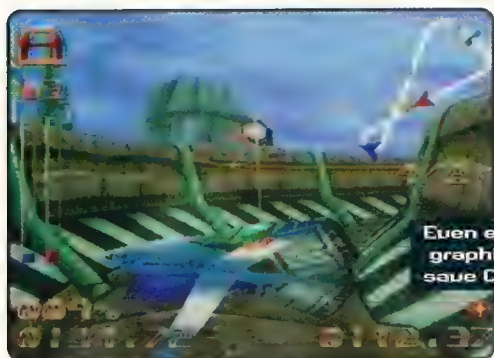


Overtaking takes on a whole new meaning

# Cyber



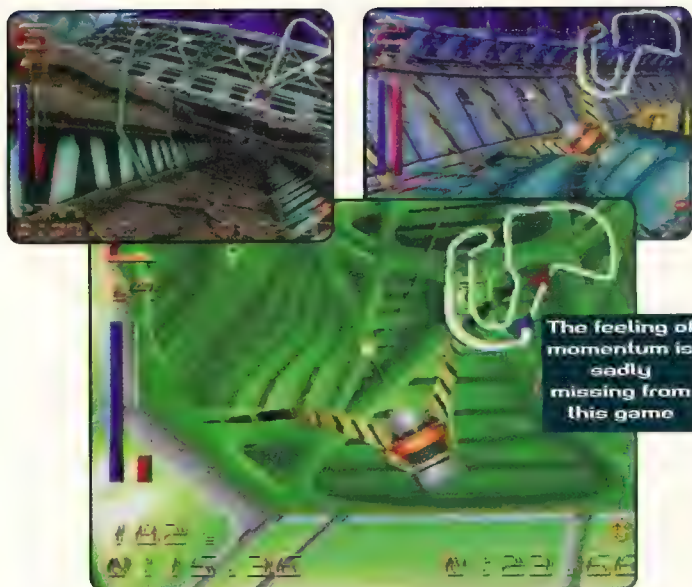
**CyberSpeed, a futuristic race game with vehicles that hover six feet above the track. High speed thrills and excitement a la Wipeout, but from Mindscape? Not quite, although it's not for the want of trying**



Even exceptional graphics cannot save Cyberspeed







On some of the later tracks Mindscape have decided to throw an extra spanner into the works. They've sneakily placed obstacles at various locations some of which you may have to go around, some over, some under - you know the score.

This adds a bit of spice to just being guided around the track and livens things up a bit, but on the downside they can be damn frustrating as well.

The first few times you haven't got a hope of anticipating them so therefore it's inevitable that you're going to hit them and waste valuable time.

You have to say that in time you do get used to them but it is very frustrating when you think that to qualify for the next stage you have to finish in the first three.

# Speed

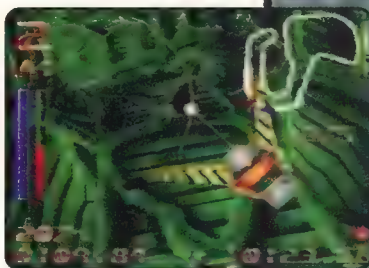
Maybe if I'd played Cyberspeed about three months ago I'd have been impressed. I doubt it, but maybe, just maybe, the admittedly impressive graphics would have swayed me towards it's somewhat unexciting brand of race game action. That of course was before Wipeout. The idea behind this is just too similar to avoid comparisons and sadly for Mindscape, Cyberspeed doesn't compete at all in a single department.

I wanted to like it, I really did but as soon as I realised you had essentially little or no control over your vehicle as it hurtled around the track all my enthusiasm dissipated in a second.

Any race game where you can hold down one button constantly and safely negotiate your way around the track without touching any other joystick key including the d-pad (although admittedly you definitely won't win) is not going to go down well with me, or indeed anyone who plays it I'm afraid.

There's no doubting it looks nice, it's just that in this case the screenshots paint a very misleading picture indeed. I'd buy Sony's offering

It can be most annoying when all your hard work goes down the drain as a result of something that is completely unavoidable and I can't help but feel that somebody sat down and thought this isn't much fun, what can we do to make it a bit more difficult?



The badly drawn pink power line keeps you on course

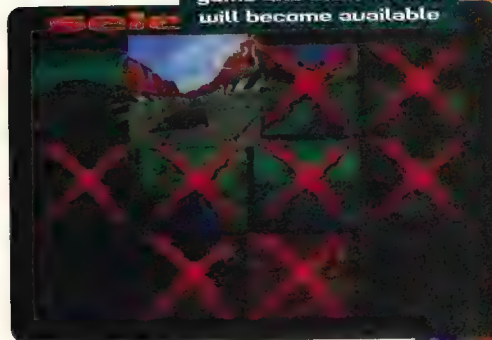




# CyberSpeed



Progress through the game and more tracks will become available

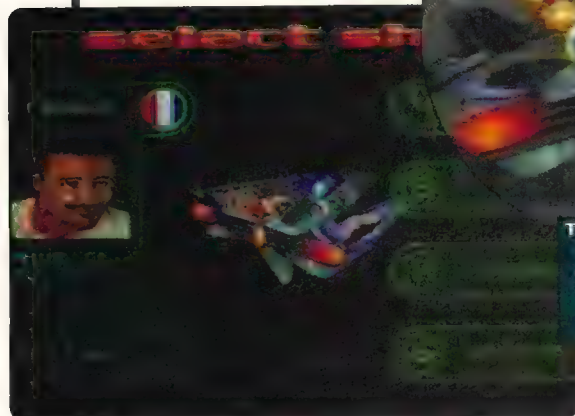


There is supposed to be a televisual feel about the game. You're supposed to feel as though you're watching on TV I think hence I was expecting race commentators, impressive intros and the like. What do you get? A series of pseudo funny adverts which irritate the hell out of you after at most, seeing two of the buggers, and are there it seems only to give your thumb a little more exercise to press the button to skip them.

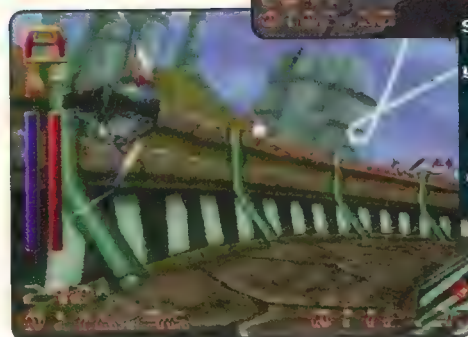
You've probably guessed by now that I'm not all that keen on this. I wasn't against it from the start. I was prepared to give it a chance but everything about it just seemed so sub standard. Maybe we've been totally spoiled by what's gone before but that's not the point. Mindscape cannot use the quality of the opposition as an excuse to release a sub standard game, and in all honesty, that's exactly what this is. Any game that is released on the PlayStation is jumping into a hotbed of competition and if you're not up to the job you're going to get burned. Unfortunately for Mindscape CyberSpeed has pretty much burst into a ball of flames. Somebody pass the fire extinguisher.



There are a number of different characters you can choose to drive as



Staying low increases your velocity and vastly enhances your chances of winning



## SUMMARY

GAME CyberSpeed

GENRE Racing

SOFTWARE HOUSE Mindscape

PRICE £44.99

Until now I'd luckily not really played a bad PlayStation game. I can't say that any more. Cyberspeed is by far the worst game I've played on the new machine and, with Wipeout still fresh in our minds I can't really come up with much to recommend it to you. It's got nice graphics, it moves quite quickly but the game-play just isn't there and that makes this a completely waste of time in my opinion.

GRAPHICS 8

GAMEPLAY 4

LASTABILITY 4

OVERALL 5



INTRODUCING A GAME CLASSIC...

Best-selling Game of 1993



Best Console Simulation  
of the Year



Sega Mega-CD Product  
of the Year



Sega Mega-CD Shoot 'em Up  
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Bought by 80 PERCENT of  
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**GAMESMASTER 94%**

If you've got a Mega-CD you have two choices: buy Thunderhawk or sell the Mega-CD.

**SEGA ZONE 92%**

Thunderhawk's an action-packed, in-yer-face flight sim that's more fun than any game has a right to be.

**MEGA 91%**

It puts anything else on the Mega-CD to shame... A standard by which all future Mega-CD games will be judgedd

**SEGA FORCE MEGA 92%**

This is the game you simply must play... This is the game that will embarrass the hell out of the other CD-developers.

**SEGA POWER 91%**

**GET READY FOR THIS...**



# F I R E S T O R M T H U N D E R H A W K 2



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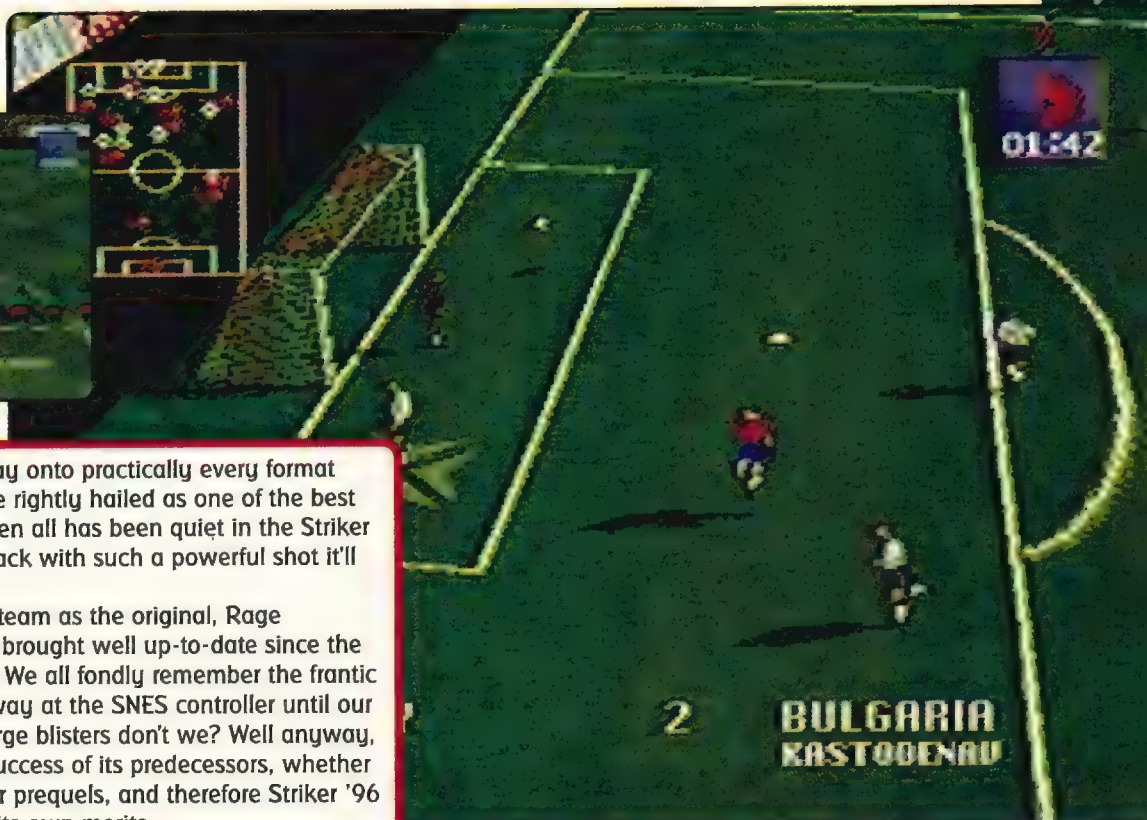




# Striker



With El Tel seemingly intent on plumbing previously unexplored depths with the England team, we all need cheering up. And what better way than with a few games of Warner Interactive's new footy sim?



When Striker pushed its way onto practically every format known to man, it was quite rightly hailed as one of the best games of all time. Since then all has been quiet in the Striker camp, but now it's back; back with such a powerful shot it'll be hard to beat.

Developed by the same team as the original, Rage Software, Striker has been brought well up-to-date since the hey-day of its first release. We all fondly remember the frantic hours spent hammering away at the SNES controller until our thumbs were covered in large blisters don't we? Well anyway, no game can rely on the success of its predecessors, whether they be on other formats or prequels, and therefore Striker '96 will have to be viewed on its own merits.





Right. The Czech Republic are the best. Oh yes they are! And it's only half-time



GERMANY 3		CZECH REP. 0	
CORNERS	0	0	0
FRECKICKS	0	0	0
PENALTIES	0	0	0
RED CARDS	0	0	0
YELLOW CARDS	0	0	0
SHOTS AT GOAL	9	0	0
HEADERS	2	0	0
PASSES	20	5	0
TACKLES	2	1	0
TERRITORY	56	44	0
POSSESSION	60	40	0

# 1996

So, what does Striker '96 have in store for us? Well, exactly what you'd expect from an international footy game. Loads of rank teams and a few hugely talented super squads. That's true enough, but there are 38 teams in total from all over the globe.

Would you perhaps like the option to play a tournament against the computer or have a one-off friendly with a friend? Yes? Well it's possible to play numerous tournaments and leagues on your own or with a pal. There's also a two-on-two option where four players can join in, provided you have a Multi-Tap.

The player's names will appear familiar - Striker '96 has those embarrassing Gascoyne/Klensmann spellings - but this doesn't have any negative effect on the game itself, and although it would have been more complete with the real names, it's really no big deal.

Matches can be played over a paltry three minutes, up to a maximum of 10, and offsides can be on or off, according to preference.



Here's another view of the on-field action



Not sure what's going on here, but it looks good





# Striker '96



The intro sequence shows some digitised footage of the 1990/91 4th Division play-off final between Blackpool and Torquay



The sound is an important part of any football match, but in Striker '96 the crowd is a little subdued. To be honest, they sound as though they've just woken up after a big night out.

To make up for this lack of atmosphere, you can listen to a match commentary if you so wish. This is all courtesy of a Mr Andy Gray, Sky's answer to John Motson. There are a fair few comments made, and as you'd expect from the forthright balding Scotsman, not all of them are complimentary. At first this option is a bit of a novelty, but the commentary's limitations become apparent very quickly.

Andy also tends to be a little behind the play, and some of his comments are far from related to what's happening on the field. The atmosphere may be lacking, but Andy Gray and his wafflings certainly aren't missed if you switch them off.



Above: Some goalmouth action



If there's a problem with Striker '96, it's that sometimes when you pass the ball, it goes in a completely different direction from the one you were expecting, thus ruining your planned attack route. The keepers are incredibly difficult to beat too, so it takes a beautifully placed or blasted shot to get on the scoreboard. This is a little annoying, but it means you learn to vary your shots as much as possible.

Half-time stats for both teams are displayed at the break, as are their full-time equivalents at the final whistle.



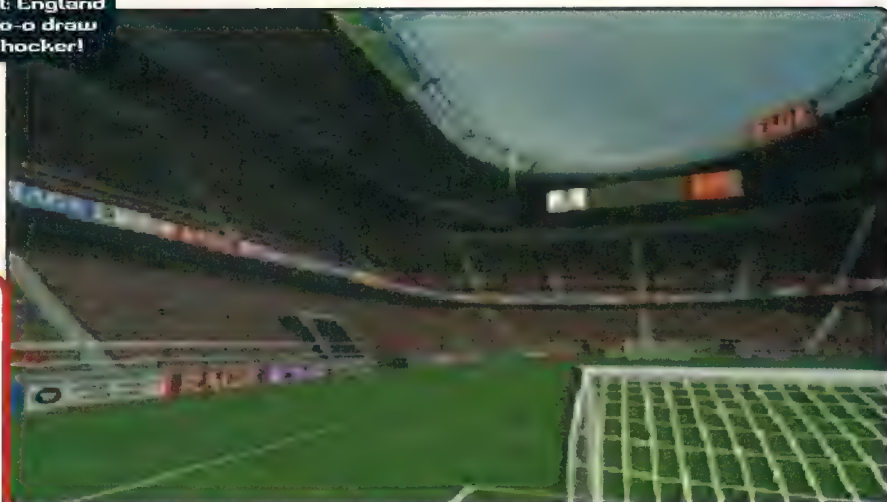
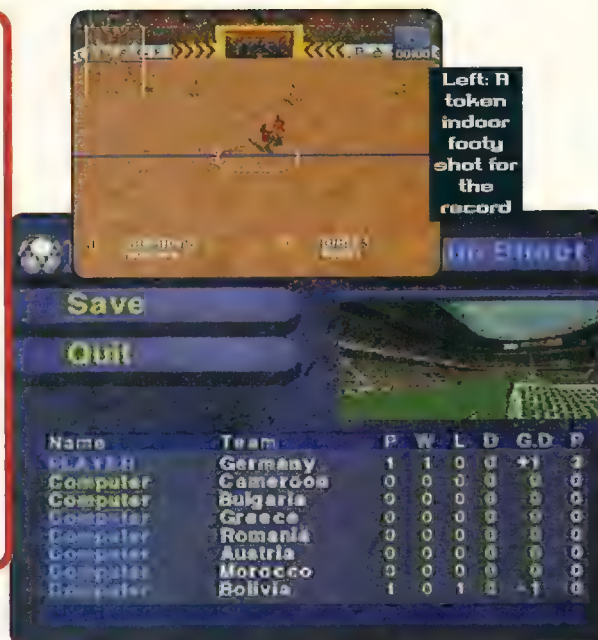




Before a match gets underway you'll notice how impressive the graphics are in terms of clarity and animation. If you leave the control pad alone the players will run onto the pitch and have a warm-up before lining up on the halfway line. And here's how complete it all is; they stand for their respective national anthems!

Once the match has begun you take control of only one player at a time. This player is the one closest to the ball or the one who is most likely to win the ball in a challenge. This doesn't always work, but as you play more and more, you will begin to anticipate which player you will be controlling with greater success.

The control pad is used to the best of its ability, with four kicks and the number one left and right buttons used for aftertouch. The kicks are executed by tapping the button for a small kick and keeping it pressed down for a monster hoof.



Whether this interests you or not will depend on the value you place on match statistics, but train spotters are certain to be over the moon.

One thing which does impress is the fact that there doesn't seem to be an optimum shot corner, where every shot from a certain point hits the back of the net. Sure, there are places you are more likely to score from, but it's not a certain thing by any means.

Add to this the multiple camera views and the replays from as many angles as you wish, and it becomes apparent that Striker '96 is going to be difficult to better.



**SUMMARY**  
**GAME** Striker '96  
**GENRE** Sports sim  
**SOFTWARE HOUSE** Warner Int  
**PRICE** £TBA

The football game is a genre that will undoubtedly be appearing more frequently as time goes by. The competition, however, will be hard pressed to improve on Striker '96. Although there are a couple of niggling gameplay problems, these don't detract from the all-round enjoyment, and with the camera angles, the vast range of options and the large team selection, Striker '96 has everything you need. Lose Andy Gray and you can't go wrong!

**GRAPHICS** 9  
**GAMEPLAY** 8  
**LASTABILITY** 9

**OVERALL** 8½





The view from the rollercoaster gives you a good idea of the wonder you have created. Or not, as the case may be



If you're sick of being stranded at the top of the Pepsi Max Big One, or you're at death's door after eating one too many dodgy overpriced burgers, here's the chance to put it right. Or make it worse

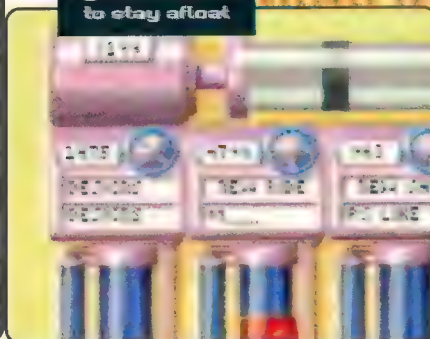
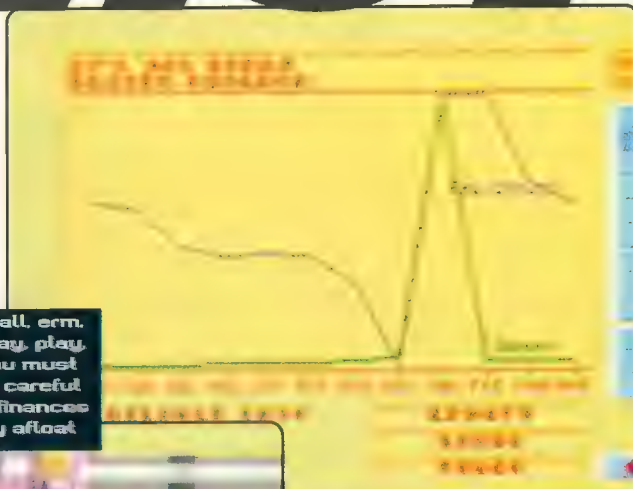
# Theme P

Having the maturity of an eight year-old trapped in the body of a fully grown man is no bed of roses, especially when it comes to explaining your actions with a number of small children in a parked car at midnight behind a derelict factory in a small Lancashire mill town. It is however, particularly advantageous when it comes to reviewing a game such as this, and not just because it enables you to call your park whatever puerile name should take your fancy.

The theme park boss; the big kid's dream; the chance to build the biggest rides with the steepest drops, to allow everyone in for free, and to banish all the oldsters to a grotty tea room near the dodgy-looking generator which will hopefully blow up, saving us all a lot of earache.

Except if you do all this you'll be out of business in no time, because the name of the game, like in any walk of life, is making money. Huge rollercoasters grab the headlines, but if there's no handy place to chunder up a lung afterwards then no-one's gonna want to know.

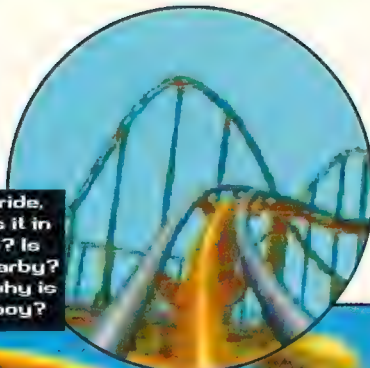
It's not all, erm, play, play, play, and you must keep a careful eye on finances to stay afloat







A nice looking ride, but is it safe? Is it in the right place? Is there a toilet nearby? And if so, then why is it empty, loserboy?



The entrance... a place where people meet before flooding through the gates. And if they don't you're crap



All of the rides available to build at any one time are shown in the form of icons, and can be placed - within reason - almost anywhere. Even the placement of trees and water is important in generating just the right atmosphere of fun, and piddling little things like litter pickers need employing if the area is to remain clean and inviting.

Do you like fiddling? No, no, not that kind; the fiddling with figures kind. Well, you'll need to, because for all its brash and colourful appearance, Theme Park is 99% business simulation. Facts and figures, stocks and shares - oh yes, they're all here, and you need to juggle them like mad in a way that'll make even the most talented of circus performers look pump.

Frankly it's a slow game. There's no way that you'll be reaping instant dividends from your ideas and designs, and at times it becomes frustrating as your sparkling park sits almost empty.

Designing the larger rides is fun, and there's a certain grim satisfaction to be taken from the accidents too. And, just as in real life, when the money rolls in, it's nice to be able to sit on your arse and take on dozens of staff to iron out the minor problems. But then what would I know about money?

Before you get to the stage of being voted Business Muller of the Year though, there is, unfortunately, a lot of hard work to be done. Even the decision of where to locate your park needs careful deliberation (like, do you really want thousands of frog kids daubing their mucky hands on your expensive equipment?).

Actually, at the outset, your little world of wonders won't be that impressive at all. A limited amount of finance is available, and, erm, what with the price of theme park rides these days, the chances are you'll be building revenue slowly through a mixture of semi-successful C-class rides. The rollercoasters and such come much later.

It isn't easy either, and a hell of a lot of planning and strategy needs to go into everything you do. The rides need connecting to the paths, the paths mustn't become congested, people need to eat so you'll need some burger stands, and where should you put them? What about something for the old folks? What about something for the young kids? Are the queues too long? Are customers confused? Are there enough rides to satisfy the park's customers? Get the picture?

#### SUMMARY

GAME Electronic Arts  
GENRE Strategy  
SOFTWARE HOUSE Sony  
PRICE £39.99

This game is available on just about every computer format known, save for the GameBoy, and the fact that it's sold thousands of copies is testament to its quality.

The one difference of note in this version is that you can take a look at matters from a "customer's eye" perspective, and walk round the park enjoying the rides and amusements. But in all honesty it isn't that much cop. Theme Park is detailed, well designed, and eventually it is, of a fashion, fun.

GRAPHICS 7  
GAMEPLAY 7  
LASTABILITY 8

OVERALL 7½





# Warhawk



The first of many, Warhawk from Sony Interactive calls chocks away and blasts off into the sky to begin the most heated struggle for aerial supremacy since the Battle of Britain



Warhawk puts you at the controls of a hulking great big helicopter with one goal - to wipe out all viable targets in a specified area. It's as simple as that. Oh sure there's plenty of back-ground story for you to get worked up about but that's all explained in lengthy full motion video sequences which are some of the best yet seen, and you'll get much more of a feel for the game by watching that rather than having me waffling on for a couple of hundred words.

Your task, as pilot of the Warhawk is not to ask questions, it's merely to listen carefully to your orders and carry out your objectives as swiftly and decisively as possible. That's it. If you're looking for a deeper meaning then forget it because Warhawk is a blaster in the truest sense of the word. There is a little strategy involved but it mostly revolves around decisions like which turret should I attack next or can I afford to concentrate on my current target even though I'm being fired upon by something else.

even though I'm being fired upon by something else.





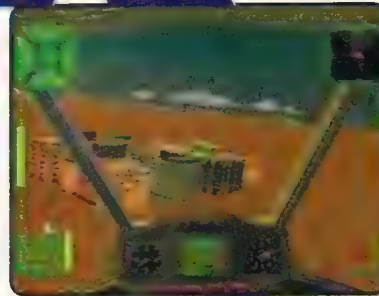
Sony will do well with this, most likely because they are going to be the first out with anything remotely like it and, to be honest, I can't help thinking that any success will be just a touch undeserved. MicroProse's Gunship 2000 will be in direct competition with this and I'll be very surprised if their much hailed flight sim/shoot 'em-up doesn't top this in every department.

For instance the graphics. I thought this was a PlayStation for God's sake! You'd think Sony of all people would be aware of what the machine's capable of. Why then have they churned out something

that looks like a second rate Amiga game of two or three years ago? As we all know though graphics don't make a good game (nice to have them in there though eh?) so is Warhawk redeemed by it's stunning gameplay? Er, well no actually.

This is, as Alex would say, pump from start to finish and playing was far more of a chore than it really should have been. Let's hope this is just a downward blip on Sony's meteoric rise to success following their very strong opening line up and not the start of a continuing trend.

# WARHAWK



The intro and FMV sequences are just about Warhawk's only saving grace. They're definitely some of the best yet seen

After playing and reviewing the awful Cyberspeed I was quite looking forward to getting back on track with the latest Sony offering. I loaded it up and watched the intro - highly promising, but then I'm a real sucker for FMV and fancy intros - then the game came on and I got a sinking feeling in the pit of my stomach. Half an hour later and my confidence that this was going to restore my faith in gaming as a whole had vanished completely. An annoying control method and meaningless mission objectives left me cold from mission one. When you come to mission two, you're in a canyon where the bizarre method of lighting used means you have little or no way of telling which way's the gap and which way's the solid rock face. It's difficult to maintain any enthusiasm for the game. I didn't, hence the paltry score.

## SUMMARY

**GAME** Warhawk  
**GENRE** 3D shoot 'em-up  
**SOFTWARE HOUSE** Sony  
**PRICE** £39.99

I'm going to give this six. I couldn't honestly give it more. It doesn't look that nice [apart from the intro and FMV sequences] and the gameplay is sadly lacking in plenty of areas. Sony have slipped up badly with this. It has to be their worst PlayStation game to date by quite some distance and, although it's by no means the worst game on the machine [believe me, we've seen Hermie Hopperhead] there are far, far better things to spend your money on than this.

**GRAPHICS** 6  
**GAMEPLAY** 5  
**LASTABILITY** 7

**OVERALL** 6



Look out for the computer terminals. They can help to open doors



In a world of mega-corporations, the boundaries between political and business deals are obscure at best. Companies such as the Tyron Corporation own everything. That includes

troops and the authority to deploy them whenever, wherever and however it pleases. The Tyron Corporation can also remove soldiers from Mining Resource Planets - as it is doing at MRP-6F - in favour of an automated defence mechanism.

It is into this world that you - a Tyron Corporation software engineer - are plunged with the simple task of installing the automatic defence software. Piece of cake. Or it is until a fleet of invading ships appears and launches an assault.

As the last person left on this planet, the job of defending the installation naturally becomes yours. Oh joy. But this is no simple 'repel alien invaders' sketch. Defcon 5 involves adventure, action, strategy and an entertaining storyline too.

Totally non-linear, with numerous methods of winning, and even more ways of losing, Defcon 5 is a game with real depth. About time too!



# Defcon



Take a 3D first-person action game, add adventure and a rich storyline, flavour with strategy, and serve on a bed of high quality graphics. Defcon 5. A very tasty little number indeed...





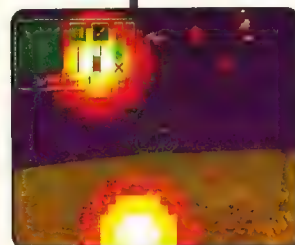


Top rendered bits are, er, top. And look top to boot

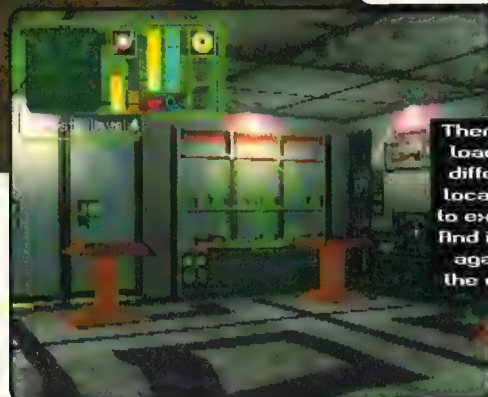
Most of the action in Defcon 5 is viewed from a first-person perspective. Thus, as you wander around the large mining installation, you are instantly dragged in to the action. Computer terminals on the wall provide all the information you need, and point you in the right direction in the early moments. All necessary functions are therefore operational before the invasion. A soothing computer voice also warns of impending attack.

There's a great deal of exploring to be done through a large complex split into admin, domestic, hangar and service areas. But this has to be fitted in and around fending off waves of invaders. Only a real expert will destroy all the ships, especially when it becomes apparent that the defence software has been sabotaged!

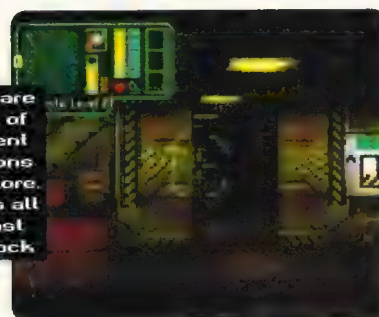
Excellent strategy roles now emerge, as a range of droids can be deployed around the base and also sent outside to scavenge for extra ammo and anything else of use. Elevators need to be defended, as do access points to the LIMO - the mining planet's roller-coaster mode of transport.



ED UNDER CONTRACT BY  
ATION WEAPONS DIVISION



There are loads of different locations to explore. And it's all against the clock



5

Defcon 5 is a race against the clock - to get all the bits of equipment you need to escape - and a battle against dodgy software and invading berserkers. But all-out attack in the complex is not possible, since using your weapon indoors depletes the quality and quantity of air. Reach a certain point and doors will automatically seal, preventing access and necessitating longer routes to get to your destination. So, with items to be discovered, invaders to be repelled, and a conspiracy to uncover, your work is really cut out.

And it's all presented using stunning graphics with quite spectacular cut sequences - think Babylon 5, but better (although one of the actresses from that series does appear in the role of information supplier). Close up detail on the walls is not pixel perfect, but this is to allow the artificial intelligence enough space to make the game re-playable. Each time, things will be different - the invaders will attack and land at different locations, so different strategies will be needed.

Controlling your character is fairly straightforward, but getting to grips with the computer software takes time and practice - which are two things you ain't gonna get.

With doors that can be sealed through the computer, communications to be made, archives accessed and defence software tweaked, there's so much to do and, in the best traditions, so little time.

#### SUMMARY

**GAME** Defcon 5  
**GENRE** Action/Strategy  
**SOFTWARE HOUSE** Data East  
**PRICE** £19.99

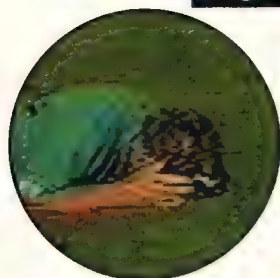
Defcon 5 presents an enthralling blend of action, adventure and strategy. There's no doubting that you will see better graphics, better shooting sequences and better adventures on the PlayStation, but it's unlikely that they will be bundled together in the same package. Defcon 5 moves into new territory and stakes a solid claim for recognition. It stands out as one of the better titles currently available for the PlayStation.

**GRAPHICS** 7  
**GAMEPLAY** 8  
**LASTABILITY** 9

**OVERALL** 8



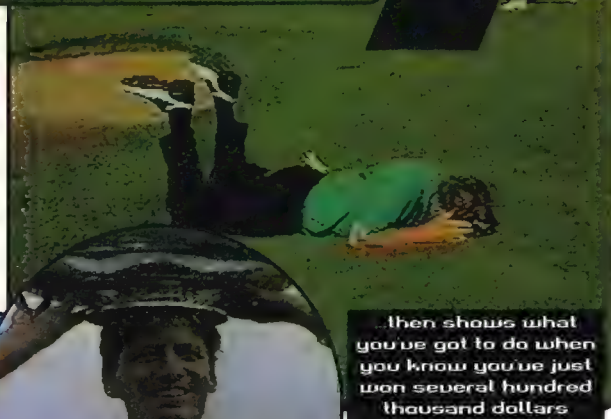
Full motion video footage shows Faxon's delicate chip shot to the green...



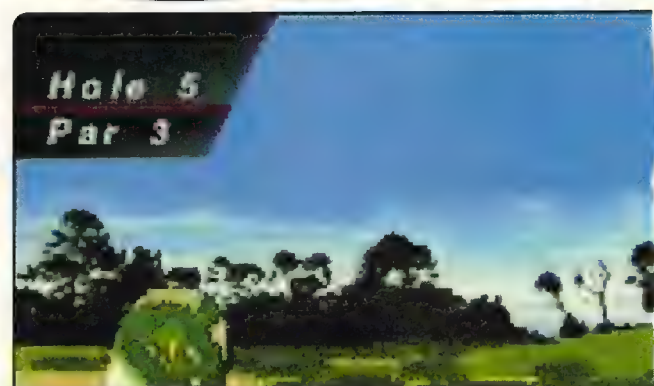
**Golf - a ream excuse for wearing ridiculous clobber in front of a massive televised audience. With PGA Tour Golf '96 you can do it in the comfort of your own home**



# PGA



then shows what you've got to do when you know you've just won several hundred thousand dollars



With the possible exception of American football, Golf is the only sports sim that, if programmed well, is actually much more fun to play on a console than in real life - and a damn sight cheaper too. PGA Tour Golf '96 hails from a long line of great golf sims on virtually every format.

The secret of previous PGA Tour Golf success is the gameplay, which EA has off to a tee (hee, hee). Easy to pick up, but nigh on impossible to master, PGA Tour Golf has converted many gamers into back-seat (of the golf cart) golfers. With a simple control

method and functional graphics, PGA has always met with approval from a broad spectrum of game fans.

PGA '96 brings the old plus-four wearer bang up-to-date and drives into the next generation with a satisfying thwack. Gone are the simple pixelly sprite, triangular trees and the straight power bar, and in their place come digitised golfers - including, phwoar, a woman - leafy laburnums, and the most curvaceous power bar in PGA's illustrious history. Incidentally, aren't women golfers sexy? I love those special 'pensioner comfort fit' trousers they wear.





The development team behind PGA seems to have been given a brief of 'keep it as playable as ever, but, like, make it proper realistic with posh graphics and that'. So, where once you had no choice as to how your golfer looked, you may now choose default chap, default boiler, or any one of fourteen real-life digitised golfing heroes!

Yep, they're all there - Fuzzy 'Hair' Zoeller, Tom 'Thumb' Kite, and Bruce 'Lee' Lietzke to name but three. All 14 pros have their own individual full motion video sequences, showing their most celebrated moments in glorious technicolour. None of this actually adds to the gameplay, but EA has obviously gone to great lengths to show off as much of the PlayStation's ability as it can possibly fit on a single CD.

It's at this point that you begin to wonder whether all the extra non-playable bits could have been left out, as it's arguable that some of the playability has suffered as a result. There are only two courses, for example, and as soon as the relatively simple driving and approach shots are mastered, there are only 36 greens on which to have a dabble with your putter.

Above: You should be able to get down in two from here  
Below: You missed the road, but not the sand



# Tour Golf

Below: The horizontal power bar has been replaced by a curvaceous 3D number  
Right: Fuzzy grits his teeth and grins inanely





# PGA Tour Golf



It's not clear for what reason PlayStation PGA uses a curved power bar rather than the straight one seen in previous incarnations, but it somehow makes everything more awkward rather than user-friendly or challenging.

There are areas, however, where PlayStation PGA improves on former versions, adding gameplay-enhancing features. Now there's the possibility of going out of bounds - it couldn't be done before no matter how bad your shot was. If you get to the stage where you're capable of tying a tournament, there's a sudden death play-off, and the 72-hole competition has a cut at the end of the second round rather than the first, thus giving you a chance to rectify any early errors.

The whispering American golf commentator, the US answer to our own Peter Allis, offers advice when you reach the greens. He comes in handy when the putting grid, which shows slope contours, gets confusing. However, his voice can safely be turned off once you're familiar with how the grid lines work.



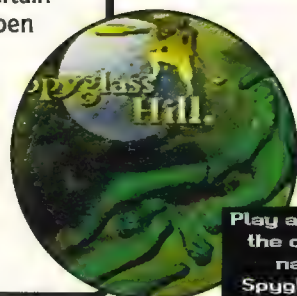
Commentary is not the only sound effect that crops up in PGA. The familiar twittering of birds and the ooh-ing and aah-ing of the crowd make a welcome return.

There's also the familiar swish of clubs and the ball-landing sound, be it a satisfying bounce, a gutting water splash, or a rustle through a tree.

The crowd seems to get most enthusiastic about short distance chips, but if you hole a reamer, the excitement and applause come about two seconds too late - this annoyance could have been so easily rectified.

In terms of options, set-ups and game modes, PGA cannot be faulted, and for now EA can be reasonably proud of its re-working of a popular golf sim. Everything that a golf game needs is in there, but whether the features are balanced and whether certain nuances are sufficiently polished is open to debate. The water hazards, for example, are appallingly drawn.

It is playable though, and that's what counts, although you can't help but feel there has to be a better PlayStation golf game around the dog-leg. Until then, however, it's the first to tee off, and it's holding par.



Play a round at the quaintly named Spyglass Hill

**SUMMARY**  
**GAME** PGA Tour Golf '96  
**GENRE** Sports sim  
**SOFTWARE HOUSE** Electronic Arts  
**PRICE** £import

To someone who's never played PGA Tour Golf before, this looks a superb golf sim. To the more discerning sports sim fan, however, there are several divots littering the seemingly flawless fairways. Only two courses are available for play rather than the four on offer in previous versions. The disc space would surely have been better taken up with more courses rather than ostentatious Full Motion Video footage of the real-life players in action.

**GRAPHICS** 7  
**GAMEPLAY** 8  
**LASTABILITY** 8

**OVERALL** 8





the birth of a star...

the ultimate 21st century boy, graces the world stage..



# JOHNNY BAZOOKATONE



The Objects of Desire



Quiffs, Riffs & Rock 'n' Roll



Featuring The Henchmen of Hades



& Introducing your Devilish host, El Diablo Esq.

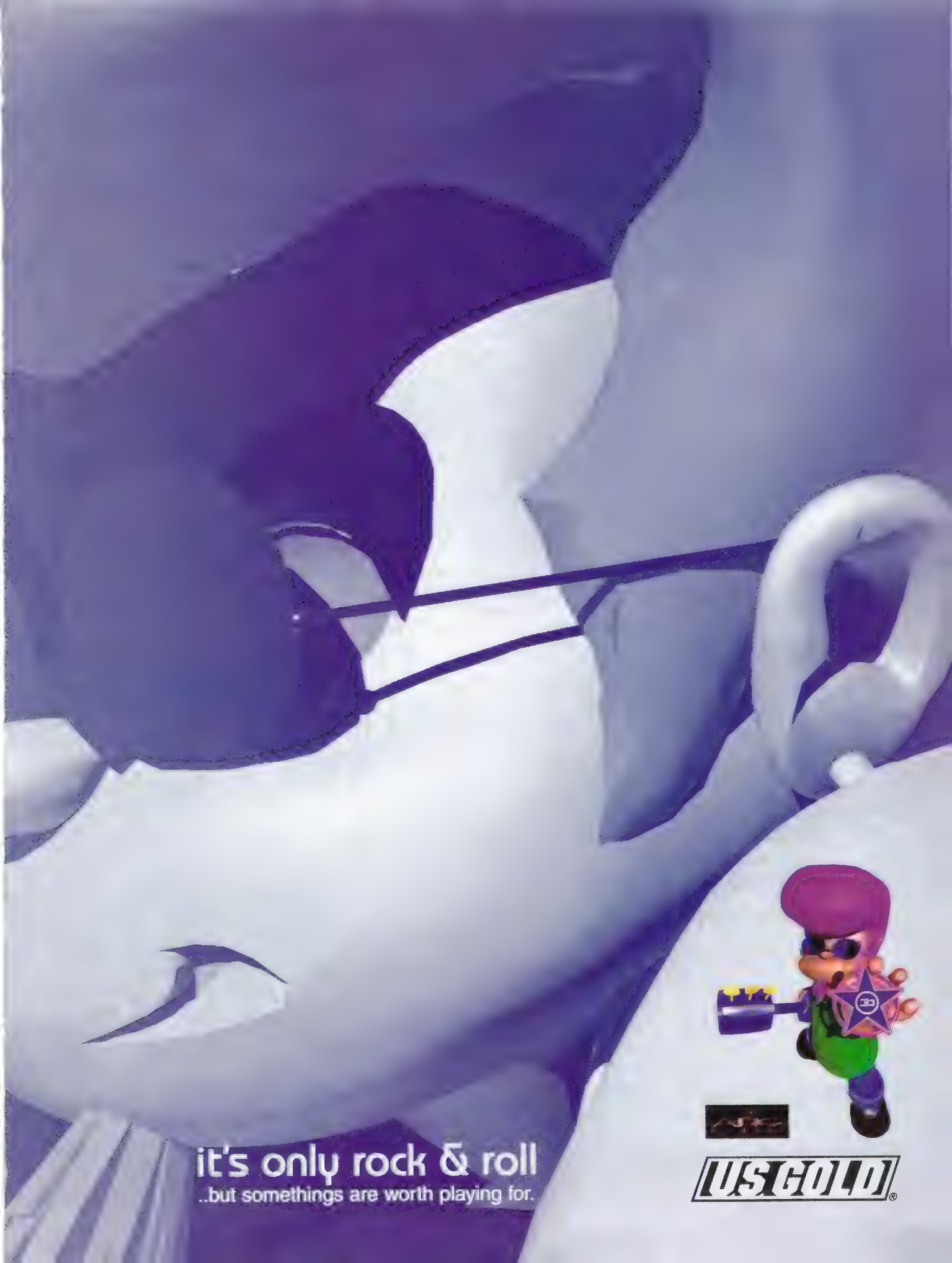


SEGA SATURN

PC CD-ROM







it's only rock & roll  
..but somethings are worth playing for.



**USGOLD**



All the J League team are accurately represented



"Welcome to J League! My name's Dave. Remember, it's all about fair play so try not to get any yellow or red cards!" This sickening sentimentality greets you every time you start a game.

I only mention it because it made me wonder. Why do the Japanese, a race so keen on fair play and non violence in general everyday life turn into a jostling mass of madness at the mere mention of a new beat 'em-up? Not a debate for the pages of SonyPro admittedly but I found it interesting nonetheless. Makes a nice change from all those games don't you think?

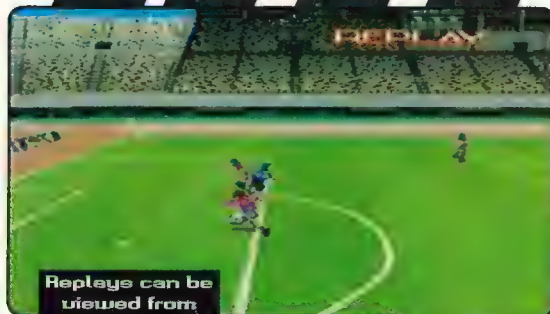
Anyway, Prime Goal EX, available only on import at the moment and, in all honesty, I would have thought unlikely to get an official release over here is the latest simulation of the J League, currently the hottest sport in Japan.

Maybe not as 'next generation' as Winning Eleven (or Goal Storm as it's now known) in terms of fancy polygon graphics but Prime Goal offers a similar brand of slower, more thoughtful football than some other games currently on offer.

# Prime



A stomach churning desire for fair play and a commentator called Dave are just two of the things that set this latest J League game apart from the masses of other footy games on offer. Is it any good though?



Replays can be viewed from just about every conceivable angle







Even after several penalty shoot outs I must admit that I haven't managed yet to score one of the damned things. Just one of the downfalls of Japanese manuals for you



There are plenty of positives to Prime Goal EX. The two player mode is great fun when you get two evenly matched players. There are spectacular moves that are easy for the experienced player to carry out (diving headers, volleys, overhead kicks etc), you really can build up your moves from the back before delivering that defence splitting pass or pinpoint cross. When you do manage to score there is an excellent replay sequence showing your moment of glory from numerous different angles.

It may look more like a 16 bit game than it really should but the actual game itself drags it along into the just about worth buying if you can find it at a decent price range.

I reckon FIFA '96 is going to be a much better bet for people who like their football games to be as close to the real thing as possible but if you just can't wait and don't like the sound of Striker you should check it out.

Kickoff

# Goal

I'm not a big fan of Striker '96. Andy and Alex are well into it though and therefore hate Prime Goal. Whereas they prefer hammering around the pitch like the Roadrunner on amphetamines I prefer something where you have more time with the ball and can even, should the urge take you, pass it around if you want, and this provides a game played at a pace far more suited to me. It's by no means the best footy game I've ever played though.

The sprites are a tad pixelly, the sound is severely lacking and there are one or two gameplay elements that have been put in which, while highly original and commendable, don't really work all that well. On some occasions when you're one on one with a defender the screen switches to a view behind your player and both you and the defender have to choose whether to go left or right. Both choose the same and you lose the ball. Pick the right way and you'll skip past the defender and be clean through. Sounds a good idea and it is, it's just badly executed.

## SUMMARY

**GAME** Prime Goal EX  
**GENRE** Arcade sport  
**SOFTWARE HOUSE** Namco  
**PRICE** £19.99

This one has been the cause of much heated debate among the team. I think it's quite good but others aren't quite as enthusiastic and that's not too good for you lot because you're not going to know which bracket you'll fall into. The best way to decide whether this is for you or not is to think whether you mind realism being sacrificed for speed, or vice versa, and make your decision that way. Or you could just wait for FIFA '96 of course. Yes, do that.

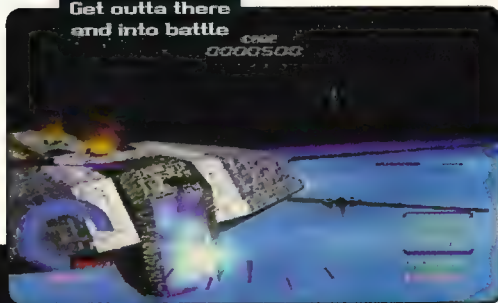
**GRAPHICS** 7  
**GAMEPLAY** 7  
**LASTABILITY** 8

**OVERALL** 7





Above: No place for wimps around here. Get outta there and into battle

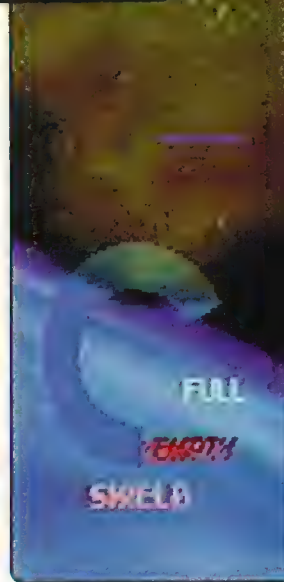
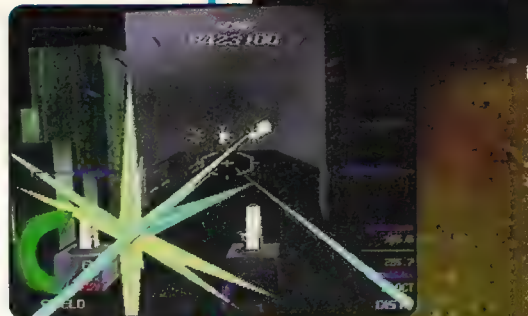


Things never seem to run smoothly in space do they? Something or other always goes terribly wrong, and some form of galactic warfare ensues. This must just be the way things happen, and Starblade Alpha certainly doesn't buck the trend.

Space is a dangerous place to be, unless that is you're the sort of person who believes ET is out there and wants to help us all.

Ignoring all of the usual naff storyline stuff, what we have here is a straightforward first-person 3D shoot'em-up, which brings back memories of the classic Star Wars conflict. The only difference is that you may lose the battle in the end.

There are two games for you to choose between. One is the normal and much-loved arcade conversion, and the other is a tougher challenge with more attention paid to graphic detail. And yes, it does look stunning. Unbelievably stunning if you play the harder game.



# Starblad



**Loads of stunning conversions of classic arcade hits are sure to be bounding their way towards the PlayStation in the coming months, but until then we'll just have to make do with this less than satisfactory effort from Namco**



Right: These missiles can be blown away if you're quick enough







Unfortunately, Star Blade Alpha is the age old story of a game with truly out of this world graphics and very little gameplay. Not that it's complicated in any way, it's just that the tiny part of the game which you actually influence is completely lacking in substance.

You take control of a targeting device and fire the lasers. And that's it. This wouldn't be a problem if it wasn't so jerky, but as it is, targeting enemy gunpoints or ships is one difficult task. No sooner have you got the blighter in your sights than you veer off at a tangent, leaving rockets and laser shots to damage your shield strength.

The ship itself travels a pre-determined path, and you have absolutely no say in which direction you go next. Initially you will be disorientated and lose your three ships/continues in quick succession - that is if you're playing the tough game option.

The arcade conversion is actually far too simple, and anybody will be able to complete it in no time at all. This is where the real problem lies. One game is too simple and one is way too hard. There's no middle ground, so interest will soon wane.

# e Alpha

Whereas the old arcade machine had bold sounds and a seat which rocked as the battle raged, the PlayStation version lacks in every department. The sounds aren't up to the test, apart from a few puny grumbles for explosions. Even your lasers make no sound whatsoever as

you blast frantically away at the enemy.

Anybody who forks out money for Starblade Alpha will soon be disappointed by the entire package.

For a shoot'em-up it lacks the

two elements that make games of this type so enjoyable, namely longevity and gameplay.

There's no password option between the few stages, and you will be left wondering what it's all about. It's a shame more time and effort hasn't been put in to improve these obvious downers, as Starblade Alpha has the makings of a real fuelled-up blaster. As it stands, it falls way too short and misses the mark every time. A prime example of a waste of good money.



## SUMMARY

GAME Starblade Alpha  
GENRE Shoot'em-up  
SOFTWARE HOUSE Namco  
PRICE ETBR

Why is it that arcade games seem to lack a little something when they're converted to other formats? Initially Starblade seemed to be an absolute corker, but on my second attempt I completed the arcade mode, and it all went downhill from there. Graphics alone do not make a great game, and this definitely won't satisfy your shoot'em-up needs.

The gameplay is less than gripping, and it's probably best if you don't bother with it at all.

GRAPHICS 8  
GAMEPLAY 5  
LASTABILITY 5

OVERALL 5½





# NBA J

## Tournament



The standard version became legendary overnight, and with the Tournament Edition now available, it's

time to see whether Acclaim has indeed pumped up the Jam, or simply made the Jam pump

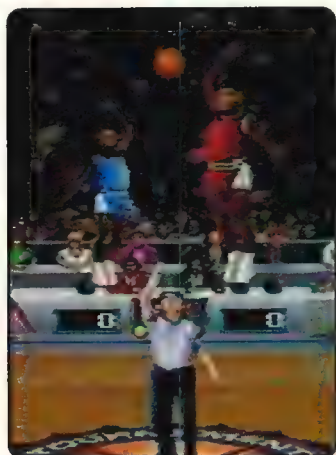
"Is it the shoes?" asks the over-excited commentator as a 6'5" giant performs amazing double somersaults before ramming home the ball for an all-important three point dunk.

"No, it's quite clearly extremely unrealistic programming," drawls melancholic production editor Neil as he sees his slim chance of pulling back a massive 30-point deficit disappear. Well that's one way of looking at it, because much of the on-court

That's you told two points against the offending tender







As with every sport, the idea is to win, and in basketball this is of course achieved by dunking more baskets than your opponent, with as little physical contact as possible.

Forget that. NBA Jam TE is to non-contact what Chubby Brown is to women's lib, and the more damage you inflict upon the other team, the better your chances of walking off the court a winner. If you're any kind of man at all then tackling an opponent doesn't just mean taking the ball off him. It means putting him into the stand for good measure! And the good news for the dirty ranksters amongst you is that it's all perfectly legal!

The control pad configuration consists of two buttons to shoot, two to pass and any of the top four for turbos.

Turbo power is what you need to score with the exhibition stuff: somersaults, chopper spins, monster leaps and loads more all add to the commentator's excitement as he drools over your top bazzzy skills. It's best used sparingly though because your players are limited to how much turbo they can produce at a stretch. Skilful use leads to success.

The timing of the tap is all important in situations like this



# jam

## Tournament Edition

action in NBA Jam Tournament Edition (TE) is a long way removed from that which you're likely to see in a conventional basketball match.

For starters, three players from each team have been sacked off to provide a Woody 'n' Wesley style two-on-two basketballing situation which gives you plenty of space to move around in and makes for easy control.

Add to this the fact that the players are large - their heads are well out of proportion to their bodies - and the court small, and what you have is a larger than life basketball game which makes a near-perfect arm wrestling substitute for those tender two-player ultra-competitive moments. It's often more satisfying to cause serious ego damage than to break someone's arm.





# NBA Jam Tournament Edition

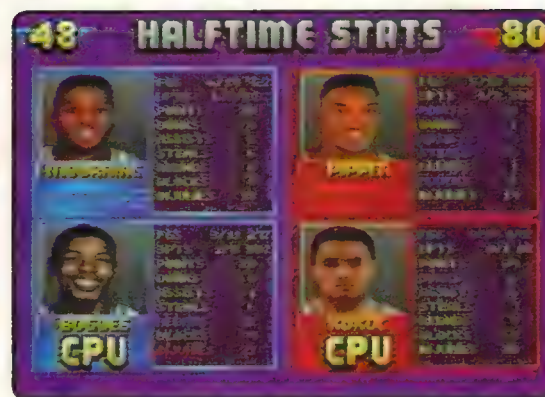
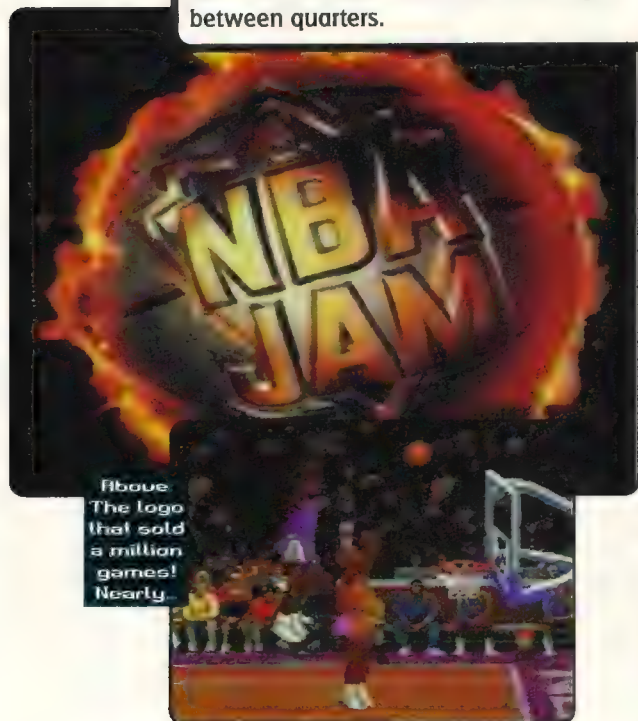
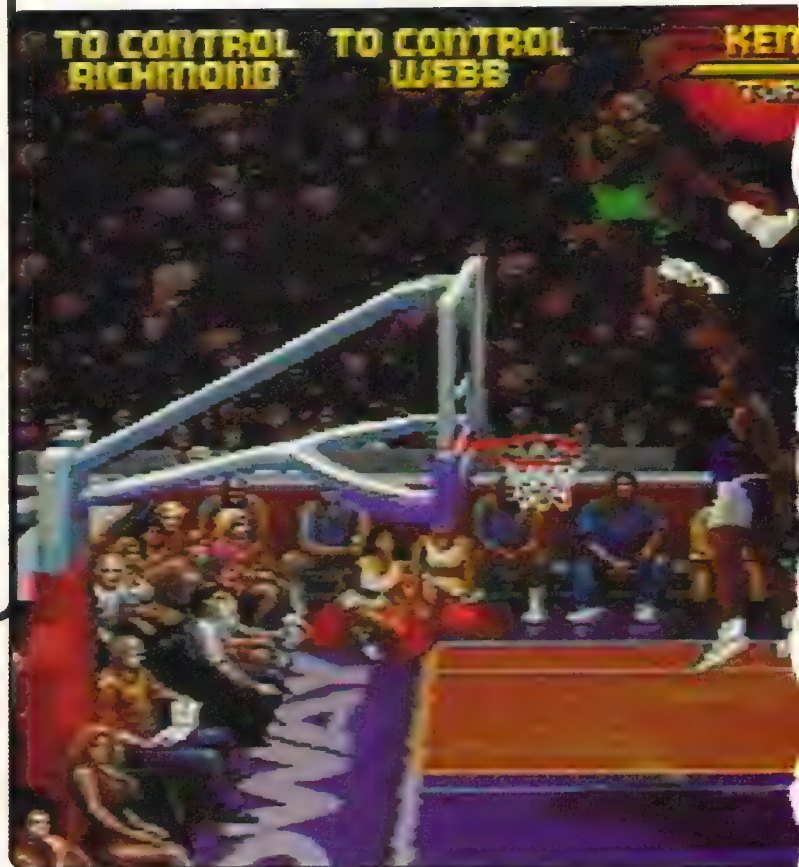
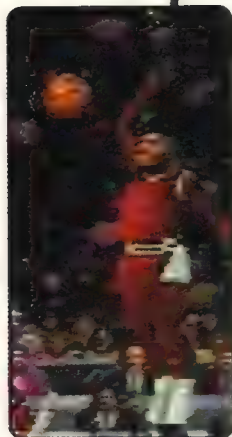


NBA Jam TE couldn't be simpler to get to grips with. But if you happen to be a soft lad and just can't cope, you can, if you wish, make it even easier by way of the options. Tag mode allows you to either control both players or play in cahoots with a computer controlled johnny. And, if you're playing against a novice, then with a touch of computer assistance, you can ensure that the scores remain fairly close.

Having established that there's a lot more on-court action than you're likely to see for real, it has to be said that the way in which the players move, pass, tackle and block is amazingly realistic. Even the swish of the net sounds authentic.

The tension during the last few seconds of a two-player game with one team shooting and the other jumping nobbishly up and down trying desperately to defend is probably unmatched in any other video game, and any computer creation which can captivate you so much has got to be given a hearty slap on the back.

All in all there are 28 teams to choose from, each one including the players from last season's league, and NBA fans will be chuffed to know that San Antonio Spurs' zany Dennis Rodman is present, right down to the bizarre hair colour changes between quarters.







A slight but probably unavoidable downside to the game is that because of the speed, at which it moves (and we're talking about standard mode here, never mind the four juice modes which will increase your players' speeds by up to four times), there are times when you have little or no idea what exactly is going on, and end up hammering the pass button in the hope that your team is in possession and that you'll somehow find the ball!

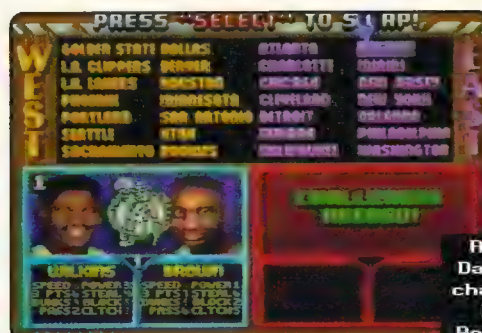
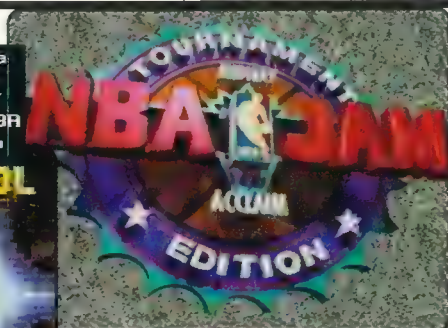
Injuries to players are common, and substitutions can be made after each quarter. Your team actually consists of three players, and during play the injured party will be healed and the rotation can continue.

Quite aside from the usual gameplay, there is the

hot spots/power-ups option which makes for entirely different tactics and an even more intense match. Hotspots appear randomly across the court and are numbered between four and nine. Should you shoot a successful basket from one of these spots, you'll score the relevant number of points. The power-ups give you instant "fire" (players become much more likely to shoot a hoop), limited "juice", and the bonus of opposition players being knocked senseless by an invisible thunderbolt.

And of course, should you fear competition of any kind, yet strangely still have a friend, you can check out the tricky old team mode where two humans take on the computer.

Right: The all-new Midway/Atclaim NBA Jam logo



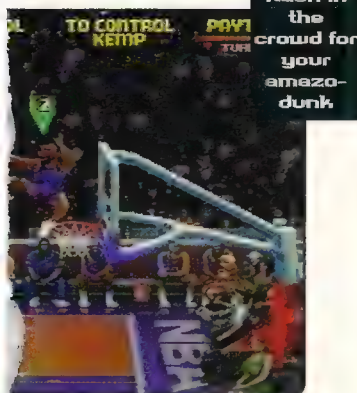
Above: Dare you challenge Paul Roundell, the world champion?

If you want to know how the tournament edition differs from the non-tournament NBA Jam which has appeared on just about every console known to man.

- Juice mode is no longer a cheat, and there is a choice of four wild speeds
- Hot spots and power-ups effectively make for a second game
- There's an extra team! The 28th team is the Rookies, who may be slightly pap but come complete with loads of substitutes for those top injury moments
- Greater player information gives you details not just on speed, three-point abilities and defence, but also on power, passing, stealing and more besides
- Players get injured/mended/substituted, as mentioned
- The players are bigger and scale in size as they dash between the front and the back of the court
- Crowd animation! Yes, the crowd not only cheers, but now stands up and claps in an effort to spur you on to greater glory
- The speech has been changed, and disappointingly it isn't for the better. New comments have been added at the expense of some of the old favourites
- The computer opponents are generally tougher, and whereas previously even "very hard" comp teams could be consistently beaten with a little practice, they now can't
- And, er, the backboard now seems unsmashable



Above: The cameras flash in the crowd for your amaz-dunk



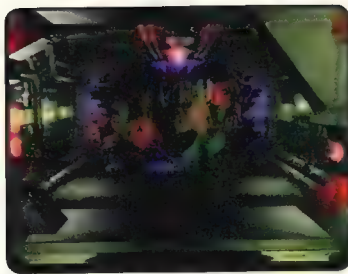
**SUMMARY**  
**GAME** NBA Jam  
**GENRE** Sport/Sim  
**SOFTWARE HOUSE** Atclaim  
**PRICE** £14.99

A cynic might suggest that this doesn't differ too much from NBA Jam TE on the 16-bit consoles, and that the conversion may have been slightly rushed. But really, a game that was this good to begin with can stand it, even if the loading is surprisingly frequent. It's easy to play, looks and sounds brilliant, and has options coming out of its rear. Sony's imminent Total NBA '96 will give it a run for its money, but for now this is THE sports game to own.

**GRAPHICS** 8  
**GAMEPLAY** 8  
**LASTABILITY** 9

**OVERALL** 8½





The intro is the only disappointing thing about Loaded. A couple of seconds of animation is all you get



Video games really are a disgrace. These products burn lasting images into young, impressionable minds, and people should take responsibility for the power they wield. Video games should, above all else, preach a message of love and encourage a greater level of morality in our society. To include scenes of graphic carnage is nothing more than a dirty marketing trick by corporate bigwigs who don't have the intelligence to come up with anything better.

And of course you agree with all that don't you? You don't? You believe that those with such outmoded and alarmist attitudes should be on the receiving end of a three-round Tekken thrashing? Good. You have just passed the Loser Test.

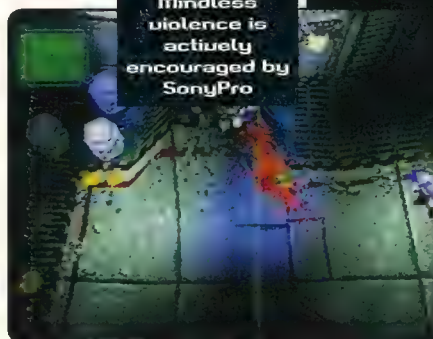
And so, it seems, has Gremlin, because with Loaded, it has produced one of the most violent video games of all time. So depraved in fact, that unless you were born the other side of 1977, you're gonna have to get someone else to buy it for you. Loaded carries the dreaded 18 certificate, and it's easy to see why.

# Loaded



Loaded maybe, but not for long, because empty weapons make for plenty of corpses, and that's what Gremlin's new 18-rated shoot'em-up is all about

Blood. Lashings of it. All over the screen! This is what we like to see. Mindless violence is actively encouraged by SonyPro





**RESULTS**

12%	GENUINE MAN
12%	WOMAN'S BEST FRIEND
42%	SARGENT
27%	TRAVELLING SALESMAN

**SAVE**

Each weapon is unique to just one person. Cap 'n' Hands, for example, carries a couple of hand cannons which are more than capable of splitting someone in two from twenty paces, while Butch prefers the subtleties of a flamethrower, and the aptly named Vox relies on vocals alone to make people keel over and die. Not unlike Shaun Ryder, actually. Only without a drug-addled shuffling spanner for a sidekick...

the icons scattered throughout the game. The loss of a life also spells reduced weapon power, so it's advisable to keep half an eye on your energy reading for maximum murdering.





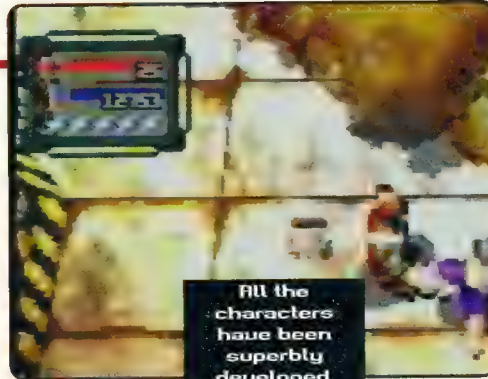
# Loaded



The sketch is, you're trapped in an ultra-high security prison and need - you don't say! - to get out. Minor details such as the reason for your incarceration and just how you happen to be in possession of a futuristic weapon in such a place are of no interest here at SonyPro, but you can find out these things for yourself if you must.

By now you can't have failed to notice the screenshots that litter these pages, so you'll know that Loaded looks absolutely top. But then so do a lot of other games. Loaded, however, looks top in a way that, as home entertainment goes, only the PlayStation can cope with.

The top-down perspective gives you an unparalleled view of the action as you lurch through room after room and level after level of all manner of geezers intent on preventing your escape and taking your scalp. Actually, in this game, it's unlikely you'll find anyone soft enough to simply take your scalp, and death is usually characterised by your limp and bloodied form lying in at least two parts, ripped to shreds by about a hundred enemies.



All the characters have been superbly developed. Unfortunately, Butch seems to like poncing round in a dress



More of those wonderful introductory animations for you to drool over. Uncontrollably



Various settings can be toggled before you begin, ranging from the harshness of your adversaries, to the number of lives and continues you get.

But even on the easiest setting with the maximum amount of lives, it's unlikely you'll see too much of the game on your first few goes.

Loads of enemies surround you almost from the word go, and it's important to come to terms with the control method as quickly as possible. Fortunately the

control is a piece of - um - wee, and just two of the main four buttons are needed for firing and smart bombing.

A further button allows you to strafe whatever room you're in, and with a little practise this becomes a ream method of wiping out dozens of enemies whilst sustaining very little damage.

Not everyone is made the same. Some enemies are wiped out with just a couple of shots, while other hardy gets take bullet after bullet before they keel over. What is the same however, is that every single victim leaves a nasty stain on the floor at the spot where he fell, and it looks gorily excellent.



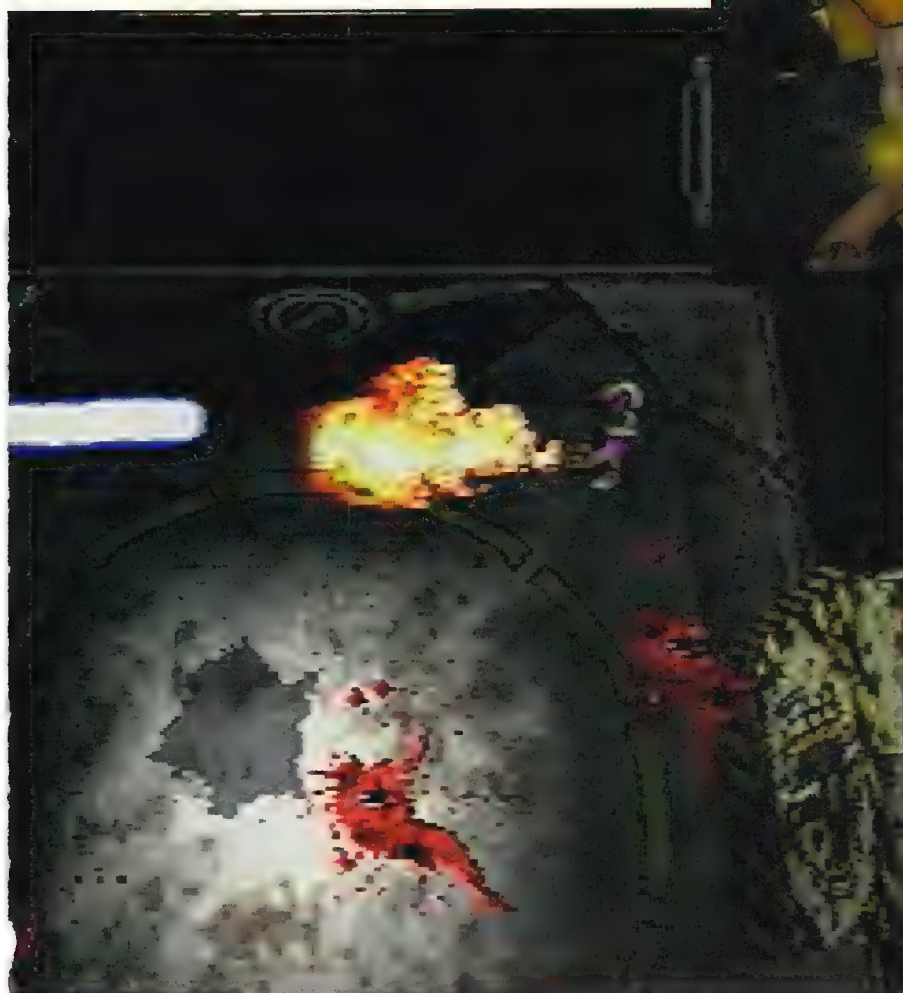
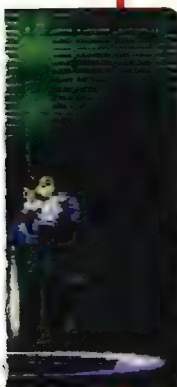
It's possible to change the viewing angle to give yourself a greater all-round view of your surrounding area, or to home in on the few feet directly around your character (choose Fwank - it's pronounced with a silent 'F' you know). The action takes place in dark walled rooms or gloomy corridors, and although the view is generally superb, it is annoying when you're close to a wall and unable to see either your character or the guys you're trying to kill.

As well as the humans, there are numerous mechanical enemies you'll stumble across. These are awesome, and easily beatable only in the co-operative two-player mode (in which - again excellently - the screen scales outwards in order to always keep track of both players). The moody graphics and frenetic gameplay are backed up by the thumping 'RSVP' by Pop Will Eat Itself. It's a great idea and works really well, but just one tune for 15 long levels is stretching the patience of even the most ardent PWEI fans.

Over the past couple of months the guys at Gremlin have made a big fuss about Loaded, and now it's finally here, it would be safe to say that the gamesbuying public will continue where they left off.

Dead bodies litter the areas you've already visited, giving you a good indication as to where you have and haven't been

One of the more impressive powered up weapons belongs to the mighty Uox. Check it out below



#### SUMMARY

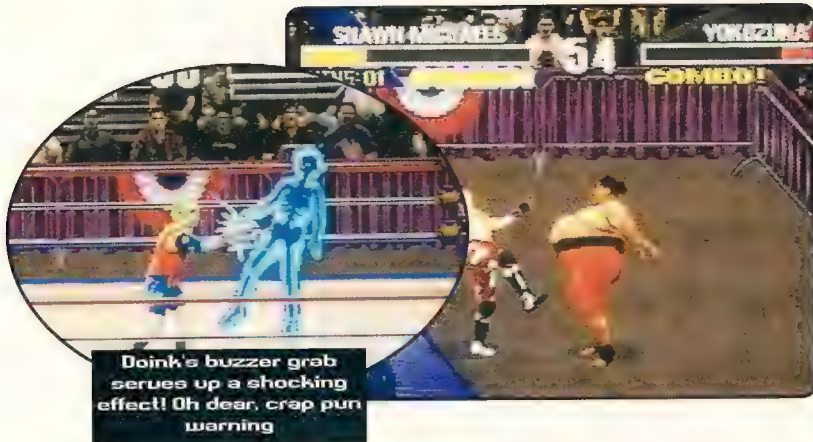
GAME Loaded  
GENRE Shoot'em-up  
SOFTWARE HOUSE Gremlin  
PRICE £44.99

Now Loaded isn't perfect. The innovative view leads to minor problems, and at times the sheer amount of on-screen action makes it almost impossible to tell what's going on. The 15 levels of constant blasting provide, some might argue, the scope for tedium later on. Ignore those people. This isn't about thinking, nor is it about taking things seriously. It's hour after hour of mindless escapism, which, essentially, is what the PlayStation is all about.

GRAPHICS 9  
GAMEPLAY 8  
LASTABILITY 8

**OVERALL 8.5**





Is it possible to write an intro to a WWF game without resorting to phrases like, 'Get ready to ruummbbbllle', or words like 'garbage' and 'pantomime'? Guess not, but prepare for a shock

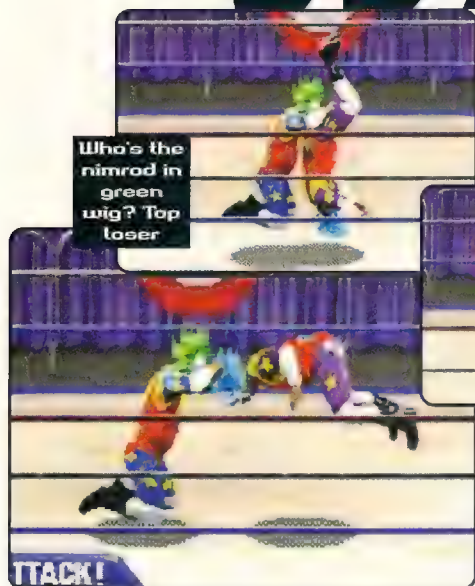
WWF sucks. Big time. And WCW. And any other poxy wrestling federations. And most of the games which appeared on 16-bit consoles managed to recreate the realms of wrestling suck-dom quite superbly. Frighteningly popular toge it was too, and totally undeserving. But get ready for a bit of a shock - WWF Wrestlemania doesn't suck. Not even a little bit. To be fair - bias against the whole thing aside - it really is rather good (cough, splutter, I can't believe I said that about anything connected with WWF).

Acclaim has done a great job of converting the popular arcade game, and porting it to the PlayStation without losing any of the look and feel. So, pick from any one of the eight fighters, get in to the ring and start doing some damage. Real damage.

Hitting them, kicking them, and throwing them around really does look like you're doing some damage, unlike the circus of the 'real thing', which is more artificial than Douglas Bader's legs.



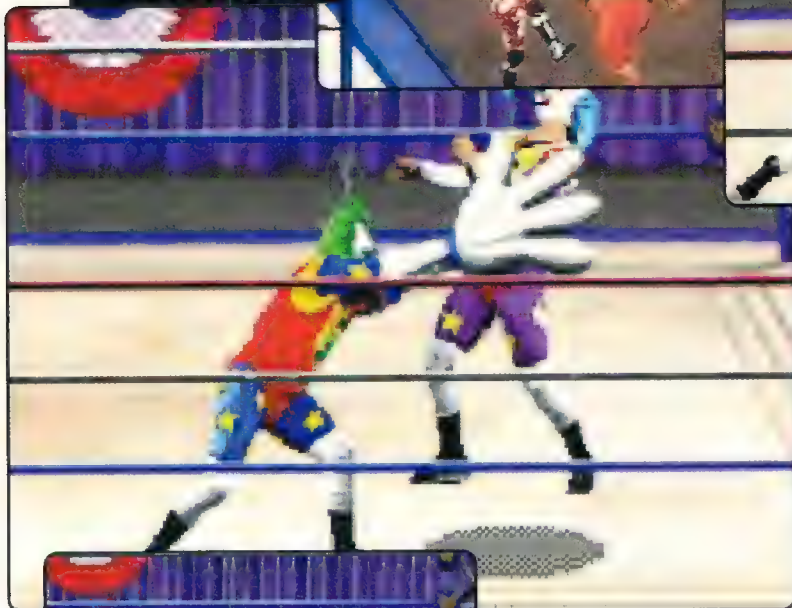
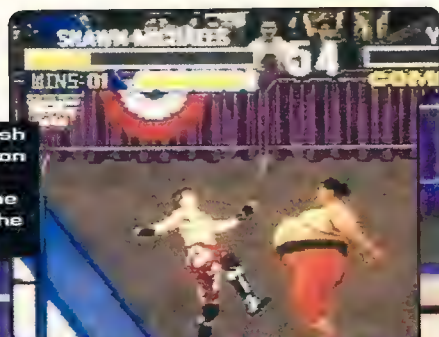
# WWF Wrestleman





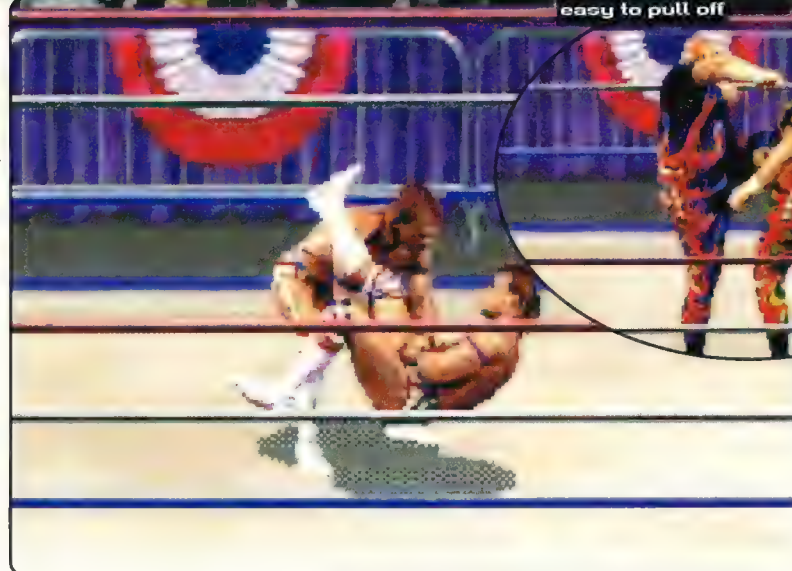


Yokozuna's belly bash is an effective weapon against the light-weights. And don't be eacking him about the size of his girth



The holds actually look painful but are easy to pull off

**ania**



If names like Razor Ramon, Yokozuna, Lex Luger and Bam Bam Bigelow are unfamiliar to you, congratulations, you've managed to avoid hearing any mention of these so-called 'athletes'. But these are the characters you get to beat up and play as. Along with their mates, The Undertaker, Bret 'Hitman' Hart, Shawn Michaels, and Doink, they comprise the most popular core of wrestlers in the world. No Big Daddy (remember old Shirley?) or Giant Haystacks sadly. These are a new breed who bring special moves and special effects into the ring.

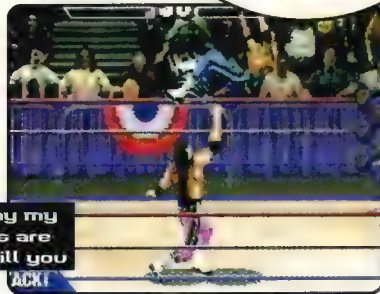
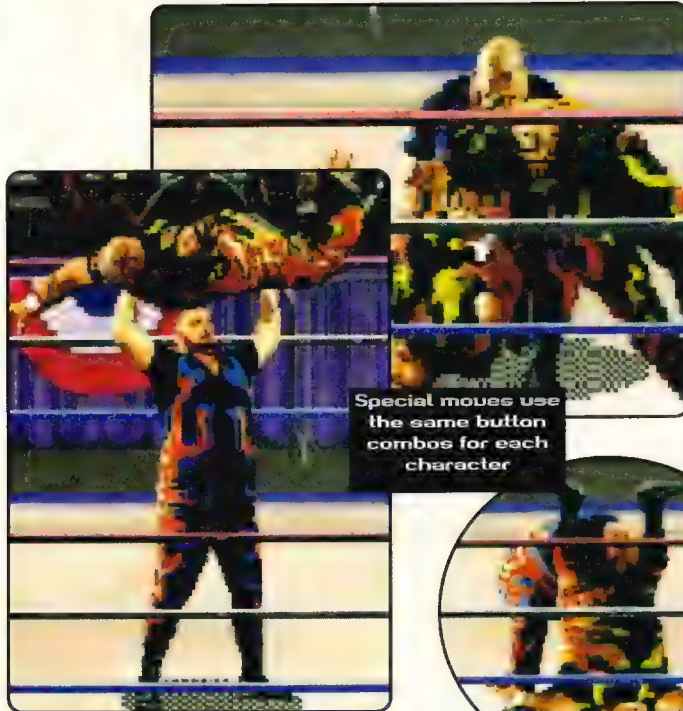
Each character can perform a number of standard moves based around punching, kicking and blocking, and combinations thereof. But the real beef comes from the special moves and combos which set the game alight. Y'see, whereas in the real life wrestling events the

action looks artificial and no-one looks like they're getting hurt, Wrestlemania is a game, so the flying leaps, hammer fisted smashes and leaps from the top of the ropes pack some punch. And no mistake. So it's better than the 'real' thing.





# WWF Wrestlemania



This arcade simulation of WWF wrestling allows such crazy moves as Doink's electric buzzer shock, The Undertaker's tombstone smash, and Razor Ramon's Snap Mirror to look effective and deal some serious damage. There's no false grimaces or pathetic pained expressions here. Insane combos can also be performed if you can remember some of the rather excessive combinations. Each character has at least two full combos, one of which will be relatively straightforward - between four and eight button taps - and another super combo which can deliver up to 21 hits but requires possibly 14 or more button taps.

That takes some remembering, but once pulled off, it's equally as impressive and offers a greater sense of achievement than even the fatalities in MK3. A combo meter by the status bar indicates when these super moves can be performed - you need to successfully pull off some lesser moves before these are made available.

A distinct advantage over many of the special move combinations in other beat-'em-ups, is that the Wrestlemania moves are easy to get to grips with. Basic combinations of a couple of directional button taps and a hit button are all that's needed. This means that getting the most out of every character is also easy since, for example, Yokozuna's Belly Rush is pulled off with the same combo keys as Lex Luger's Elbow Girder.

Full motion video of the eight wrestlers has also been included to add something of a 'rumble' authenticity to the proceedings. And fortunately, aside from the commentary, that is where the similarities end. Three of the sports commentators have contributed to the Wrestlemania feel by bringing their own, unique style of comment to the bouts. They comment play-by-play on the great moves and the not-so-great ones, and get a bit tetchy if you give an opponent a whack while he's prone and ready to be pinned.

A number of digitised faces have also been grafted into the background to recreate the enthusiasm, vociferous vocal support and arm

waving euphoria which seems to descend on people at these events. It does actually look like genuine WWF wrestling. The characters look right, the ring looks good, the backgrounds are accurate, and it sounds like real wrestling events, but despite all this, it's really good!

What is most surprising is the speed. Wrestling is something of a lumbering sport, with 300 pound (or 568lb in the case of Yokozuna) behemoths lurching around, trying desperately to grapple their opponent. Wrestlemania takes the fun concept of bodily throwing your opponent out of the ring, and adds the pazzazz which has made WWF the amazing success it is (God forbid), and some extra speed for a right rollickin' rumble.

## SUMMARY

**GAME** WWF Wrestlemania

**GENRE** Beat'em-up

**SOFTWARE HOUSE** Acclaim

**PRICE** £44.99

I hate WWF, but Wrestlemania should not be judged on its licence. It's a fun, entertaining, fast, competitive game which combines solid, one-on-one grappling action, great tag-team options and simple, but effective gameplay. Fans of WWF will lap this up like a half starved cat, but don't let that put you off. Wrestlemania is challenging, yet its simplicity makes it addictive. Slam your mate by his head on the canvas, chuck Grim Reapers, and bounce off the ropes like a pro. Amazingly good fun.

**GRAPHICS** 8

**GAMEPLAY** 9

**LASTABILITY** 8

**OVERALL** 8½

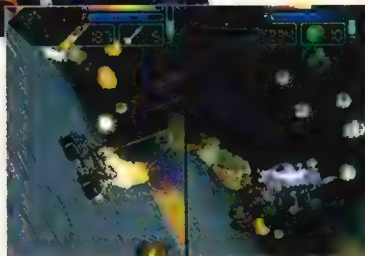


# **Interceptor** =canyon shredding **kill** fest.

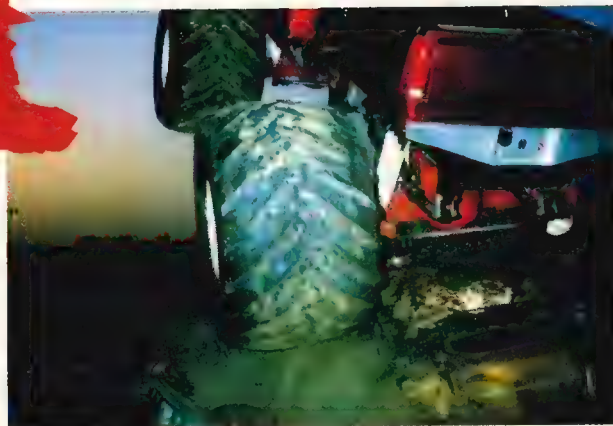
It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.



With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.



Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.



Get a load of **Off-world Interceptor™ Extreme**,

the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, 32-bit texture-mapped terrain, switching on the fly between cockpit and chase view. Careful, though. Grabbing massive air could crush a kidney. Or two.



Available on the PlayStation™ game console.

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Forget fighting in the streets, forget combat with other mortals, if you want to experience a real head to head challenge full of gut wrenching, nerve shredding tension, then take on the best in the world of golf in **World Cup Golf**.

World Cup Golf is an amazingly accurate simulation specifically designed for CD formats. Utilising full motion video images rendered on Silicon Graphics machines it plays better than it looks and it looks brilliant.

Offering every conceivable competition format, hole by hole fly-bys, computer controlled opponents with "artificial intelligence" and better practice facilities than the Open, World Cup Golf has everything in the bag for the serious arm chair golfer.

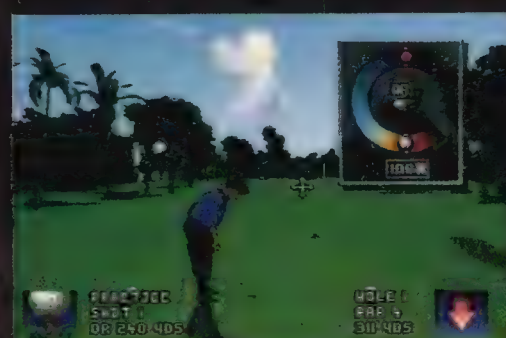


# YOUR WEAPON



WORLD CUP  
GOLF

U.S. GOLD



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Parodius Deluxe is, ostensibly, the same sort of product as Raiden Project - two classic shoot'em-ups not so much squeezed as eased onto a CD for a 32-bit system.

Raiden Project received a kind review score. It seemed a good one-off idea to convert a couple of arcade classics onto a console for punters to enjoy in their own home. But Parodius and Fantastic Journey are merely old 16-bit products re-cycled, for reasons difficult to understand.

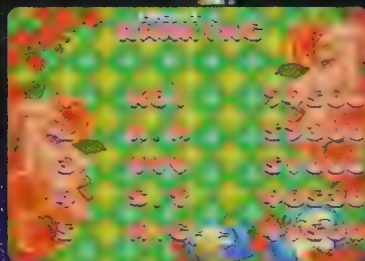
The history of Parodius, until now, has been an illustrious one. Initially created by a team of developers with their tongues placed firmly in their cheeks - Parodius, you see, was designed to parody Gradius, a mechanised macho shoot'em-up - it went down a storm on the 16-bit SNES.

Parodius's success was followed up, in the same genre, by Fantastic Journey, then by vertical

shoot'em-up, Pop 'n' Twinbee, and platformer Rainbow Bell Adventures. All of these games starred members of the original Parodius cast from the 16-bit age.



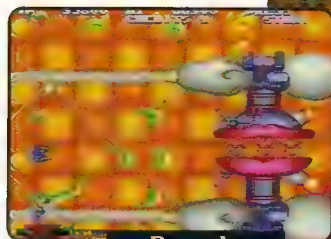
Octopi fly high, cats blast fast, and parachutists er...



# Parodius



It's weird, wacky and (weasonably?) wonderful too. But is Parodius Deluxe good enough for the PlayStation?



An early guardian poses no threat







All the hallmarks of the 16-bit generation are evident. Parallax scrolling, lots of colour, plenty of moving objects on screen, but no real depth. And that's not just a pathetic plea for 3D.

The PlayStation is a 32-bit system that is capable of supporting massively superior software, and to release two, albeit classic, 16-bit games for the PlayStation, smacks of cheating and rush releasing.

That's not to say Konami isn't capable of producing quality software for any system it deems fit to support. Titles such as Castlevania - The Bloodletting, MLBPA (working title) - baseball with

animation modelled on top players, NFL (working title) - American footy programmed by the original Madden programmer, and Premier Soccer - multi-perspective 3D international footy, should show PlayStation owners just what Konami is capable of.

Until the release of the aforementioned titles, and several more that are in the pipeline (see Full SP, page 136), Konami's sole UK PlayStation title will be this. Heed this hint - hang on for the rest. There's even a Pop 'n' Twinbee puzzle game in development, and that's more likely to make the jump to the next generation than Parodius Deluxe.

Parodius Deluxe features some unlikely stars. A flying pig, a panda in a dress, and a mermaid who laughs as you shoot all over her breasts, are three of the more normal characters you'll encounter.

Fantastic Journey beats Parodius for gameplay in that there's a simultaneous two-player option which makes progress through the trippy



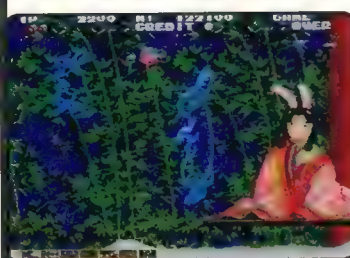
Check out the Silver Surfer. He's got a bad cold today

# Parodius Deluxe

worlds a whole lot easier than a sole expedition. Along with standard shoot'em-up power-ups - which look remarkably like the ones in the old Turrican series - you can fly into loads of floating bells.

The best 'bell bonus' has to be the inflation pick-up. Instead of being just another little figure of fun, you're suddenly a big, bulging balloon of a sprite - very pixelly, but as invulnerable as Flash Gordon when he was monochrome.

Parodius Deluxe has plenty going for it, just not enough to make it a serious challenger for 32-bit honours. You'd be better off buying a second hand SNES and playing it on there.



If this sells well on the PlayStation, pigs'll fly

## SUMMARY

GAME Parodius Deluxe  
GENRE Shoot'em-up  
SOFTWARE HOUSE Konami  
PRICE £39.99

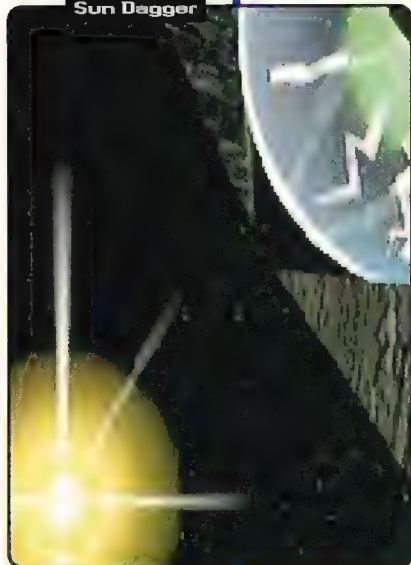
Parodius Deluxe boasts one of the best in-game soundtracks ever to grace a home console. However, the same compliments can't be paid to the visuals and playability. Both Parodius and Fantastic Journey are as 16-bit as they come. Excellent spot effects and a host of imaginative characters and scenarios don't disguise the fact that the graphics and gameplay are very linear. This proves that putting two 16-bit games together does not make one 32-bit product.

GRAPHICS 7  
GAMEPLAY 7  
LASTABILITY 6

OVERALL 6.5



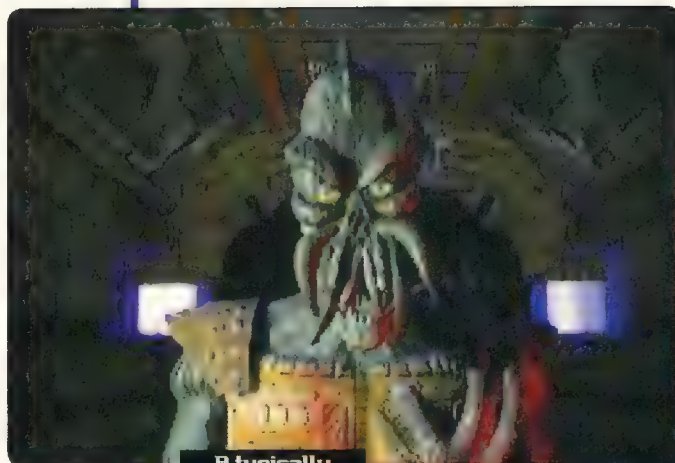
Time to die  
for one  
planet —  
target of the  
Sun Dagger



A weapon known as the Sun Dagger is causing severe consternation at Stellar Command. The Drak-sai have already used it to destroy the sun in Omega Quadrant and are now preparing to do the same thing to Earth's heat and light source. Flying a FireWing space fighter, the security of the Earth is in your hands — for a change.

Your hi-tech craft has to be piloted over hostile terrain swarming with Drak-sai missile silos and radar installations.

Just flying around drains your limited shield, and the only way to replenish the energy is to blow the critters out of the universe. So, while dodging incoming missiles and hostile fire is important, lining the targets in your sight and watching them disintegrate in a flurry of flame and debris, is the way to prolong the mission.



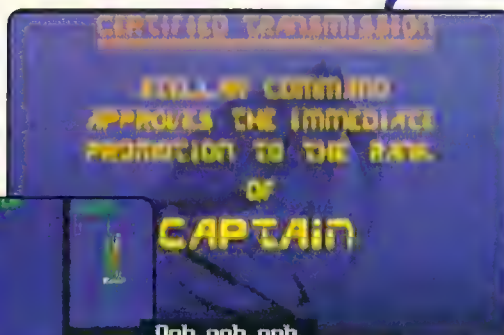
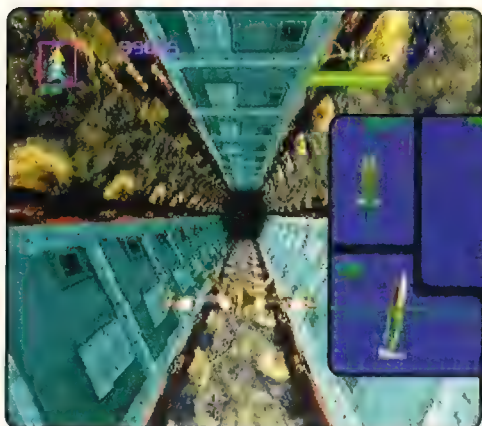
A typically  
hideous alien  
fiend type dude

# Total EC



It's time to welcome a new race of alien invaders. Let's have a big hand for the Drak-sai, the latest in a long

line of aggressors intent on destroying us all



Ooh, ooh, ooh,  
excitement  
alert.  
Promotion.  
Hoorah!

Viewed from behind your fighter, the style is fairly similar to Novastorm, but in this game you have a greater degree of control over your space craft.

In addition, apart from the inevitable stream of missiles and Drak-sai ships, there is plenty of undulating and

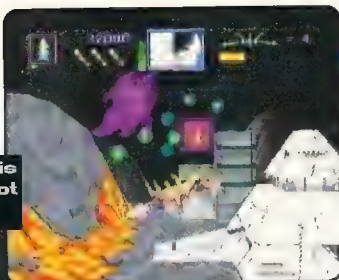
unforgiving terrain to avoid.

A few different control configurations allow you to get to grips with an original flying style. Aside from the familiar up, down,





Defending life as we know it is a dirty job, but somebody's got to do it. Unfortunately

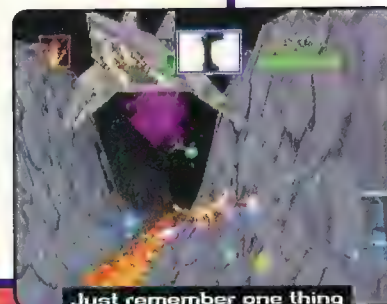
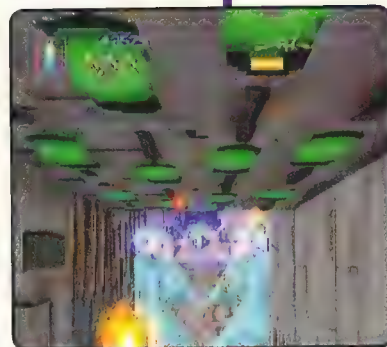


Each stage includes a very tough tunnel section which needs pinpoint flying to avoid crashing. More enemies in these confined spaces add to the test, but the speed works really well, giving quite a rush as the compact environment challenges the highest piloting skills.

Six different weapons deal destruction to the Drak-sai with varying degrees of potency. Collected in the form of floating power-ups, they swirl plasma bolts in figure-of-eight patterns, shotgun-like spread blasts, and three-pronged streams of energy. Plasma bombs - very effective smart bombs - are also available.

Total Eclipse Turbo looks like a fairly standard shoot'em up, and the concept is neither original nor offers anything amazingly different to warrant fevered enthusiasm. But what it does do - provides a fast, action-packed, challenging alien shoot - it achieves with great success.

The scenery and ship look fairly standard too, but in the intense heat of battle, it has to be admitted that the overall graphical effect is more than a little impressive.



Just remember one thing - shoot everything that moves

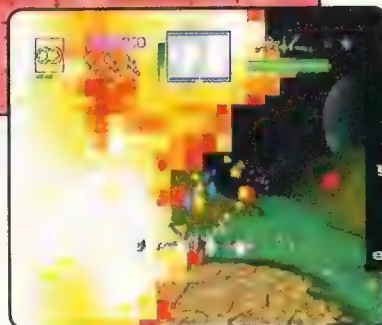
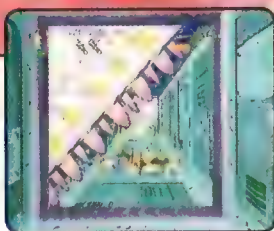


# Eclipse

left and right movements, there are also roll manoeuvres which can be used for effective evasion of incoming missiles, and for skimming low through some of the tight valleys which need negotiating.

Hitting the hills is something to be avoided at all costs, since shield depletion is severe enough without unnecessary damage caused by careless flying.

So, learning to fly the FireWing both quickly and in a controlled manner, while at the same time kicking some serious butt with the range of weaponry, is vital to the mission's success.



Flying through tunnels is tricky, but you can be helped by the red swell of a smart bomb

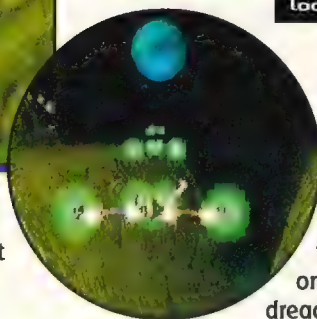




# Total Eclipse Turbo



Another one bites space dust. But looks cool



Total Eclipse Turbo's great looks are not backed by a pumping soundtrack. Some of the explosions pop rather than blast too, but with a bit of volume, the effects satisfy the basic need for aural accompaniment to the frantic blasting action.

Fairly impressive cinematic animated cut sequences break up the four missions, giving the opportunity for the boss to grant you a promotion, eventually to the rank of Colonel. Upon completion of each mission

you are given a password, which means that you don't have to go through all the early stages again once you become a veteran of the dreaded Drak-sai's tactics.

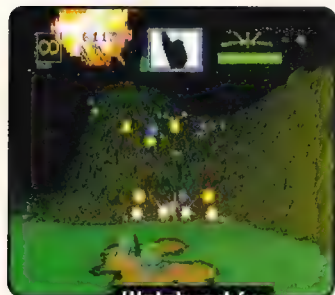
While this is a great feature for many, it could ultimately hinder the overall lasting appeal of the game, and shouldn't be seen purely as a plus point.

But with the different flying styles available from your FireWing, even upon completion, Total Eclipse has a decent replay value.

Overall, originality is not the key to success. But then again, not everyone has seen every game in the world ever.



Navigation of tight tunnels is hindered by enemy fire



Watch out for the mountain looming in the distance. It could bring about your demise



**SUMMARY**  
**GAME** Total Eclipse Turbo  
**GENRE** Shoot'em-up  
**SOFTWARE HOUSE** Crystal Dynamics  
**PRICE** £19.99

Taking a tried and trusted formula and adding speed and graphic detail, makes for a solid and quite entertaining alien blast. There's enough variation in the gameplay to keep you trying out different tactics to cause maximum carnage to the alien forces while keeping the FireWing paintwork in pristine condition. This is a game which could have been stunningly bland, but utilises a number of quite decent features to make it worth considering.

**GRAPHICS** 6  
**GAMEPLAY** 8  
**LASTABILITY** 7  
**OVERALL** 7



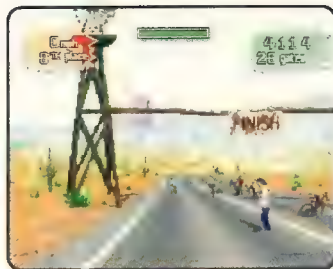
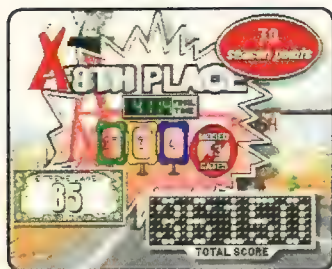
Striker

**The brilliance of football. Just imagine it  
24 hours a day, 7 days a week, 365 days a year.**

Football, football, football. Women are right, men have only got one thing on their mind. But then nothing else is really  
to get a look in with Striker '96. Unleashed from and called "Addictive enjoyable escapism" by Gamepro. While Dave Perry of  
GameMaster TV said "Striker '96, PlayStation, soccer game of the year. Officially. It captures all the thrills and excitement of football and  
is even more absorbing than the game itself, with ultra smooth moving angles, perfectly animated players and  
unbelievably fast 3-D graphics. It's definitely a kick around day. Too right. Arsenal have just won it."







ESPN Sports owns a couple of US TV channels which focus on the quirkier types of American outdoor activities. Okay, so you'll find some baseball, but it's likely to be Little League championships (11 and 12 year-old kids), and there may be a bit of high school American football, but nothing which could be considered mainstream. Checking out the latest happenings in the beach volleyball tournaments, or who's heading the jet-ski world championships, that's more the style of ESPN.

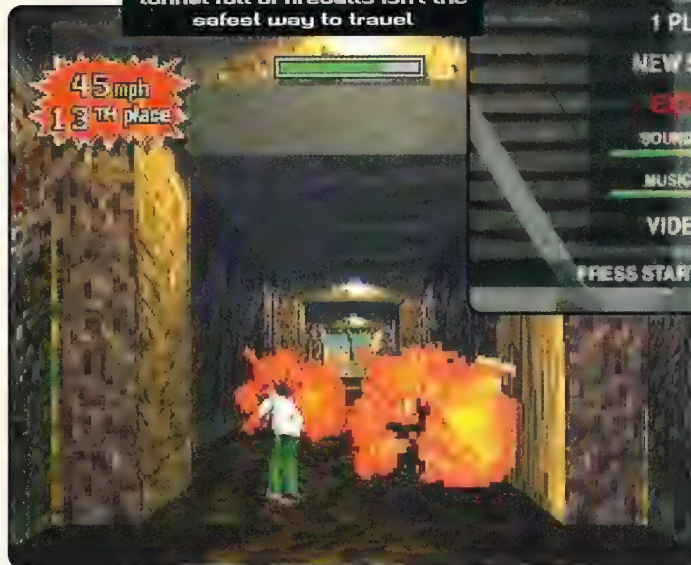
Extreme Sports takes this attitude still further in a range of sports

which span five cities, four modes of transport (luge, rollerblades, skateboard and mountain bike), and enough punching, kicking, crashing and gouging, a la Road Rash, to

shame the bloodiest of inner city back street rumbles.

Crossing the finish line first - at any cost - is objective number one, but a number of other interesting and varied features have been added to ensure sufficient longevity and challenge in a game style which is tried and tested.

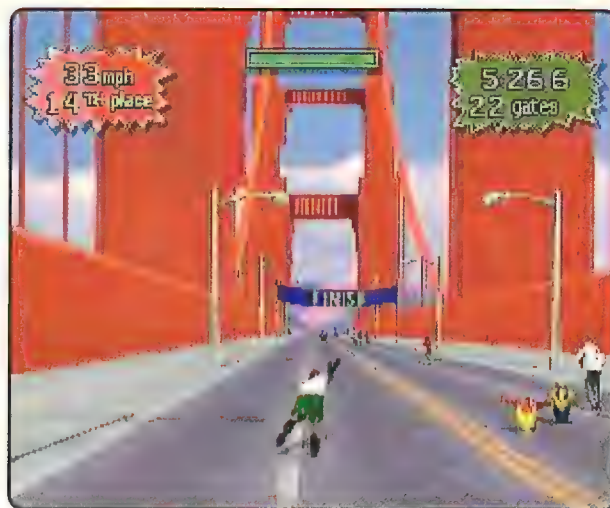
Below: Skateboarding through a tunnel full of fireballs isn't the safest way to travel



# ESPN Extreme



Street lugeing at 75 mph, skateboarding over the speed limit, roller blading with intent to injure, and mountain biking through rough, chicken-strewn terrain - it's all in a day's work for those with the bottle to take on Sony's latest racer







Five different tracks - San Francisco, Lake Tahoe, Utah, South America and Italy - provide some variation to what is, essentially, another racing game.

There are three different coloured gates on the courses, each having a different effect on the race, or even the season.

Green gates provide cash - 50 Sony pence per success. Cash can then be stored and used to buy better, faster, more agile and more competitive equipment.

Yellow gates are fewer in number, but add 10 points to your season's tally. Technically, you can finish last in a race, but hitting all the yellow gates can see you jump several places on the leaderboard.

Finally, there are a couple of blue gates per course. These serve to remove difficult obstacles from further along the track, or can open secret passages which reveal short cuts or cash and point gates.

The cash and season strategies, with four different standards of transport to purchase, add a sporting competitive flavour to what could have been a diluted Road Rash clone. Coming first is important, but not necessarily vital to a successful season.

Any one of 16 differently skilled characters can be selected, and a simple yet useful interface provides quick access to the equipment shop before each race.



Left: The characters have different skills in each discipline



Above: This screen acts as an options menu. Left: Oops. I've come off my bike!

# Sports

Starting in 16th position, the winding routes, strewn with barrels, ramps, chickens and boulders, have to be negotiated using a tricky blend of acceleration and stream-lined cruising. At optimum speed the scenery really does fly by, offering an acute test of reflexes, timing and bad ass attitude. Tactics are simple - if anyone tries to overtake, kick them, punch them or push them into any suitable obstacle.

ESPN Sports looks okay - the graphics won't win any awards, but are smooth enough to create a genuine sense of speed as you pass through the sweeping landscapes. The tunes are not the pumping rock of Road Rash and tend to float into obscurity as a backdrop to the real action. That said, the sound effects are subtle and effective, and work well with the visual feel of speed to provide a fun, fast-paced racer.



**SUMMARY**  
**GAME** ESPN Extreme Sports  
**GENRE** Racing/Beat'em-up  
**SOFTWARE HOUSE** Sony  
**PRICE** £44.99

Racing through obstacle-strewn highways may not become an Olympic sport, but it certainly offers plenty of action-packed excitement. The Road Rash concept has been turned neatly into an ESPN spectacular. While the limited courses and modes of transport don't offer an infinite variety of options, secret areas and the overall challenge add to the longevity. Get ready to kick and punch your way to the winner's podium.

**GRAPHICS** 6  
**GAMEPLAY** 7  
**LASTABILITY** 8

**OVERALL** 7½





It's Lemmings  
and it's 3D.

Not that  
rubbishy 3D

where it looks like  
things are coming out  
of the screen at you,  
but proper 3D, with a  
realistic game  
environment where  
you can walk  
wherever you want  
and everything

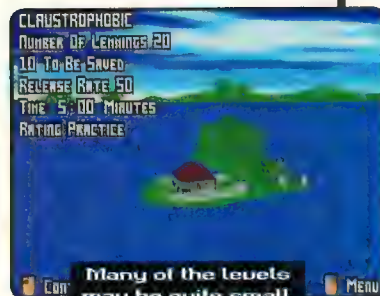


It's a puzzle game, and the biggest  
teaser of all for me is where the  
appeal of the Lemmings comes  
from. I mean, they're hardly cute  
are they? Yet the gamesplaying  
public never seems to tire of their  
endless need to be rescued from  
their own stupidity.

If you ask me, this appeal lies in  
the smug satisfaction you get from  
knowing deep down that you're  
more intelligent than these little  
green blighters, and without you  
they'd have no chance. But I doubt  
we'll ever know. All you do need  
to realise is that these guys have  
been the stars of an ever  
increasing number of the most  
popular video games of all time.

For the new machines though a  
new ingredient had to be thrown  
into the mixture to spice up what  
was fast becoming a very bland  
tasting soup. That extra ingredient  
is a whole new 3D perspective  
replacing the flatness of the  
previous efforts.

Massively confusing at first, this  
extra dimension adds an all-new  
er... dimension to the way the  
game plays. However, once you  
get used to it, it certainly breathes  
new life into the king of puzzlers.



# 3D Lemmings



The trainer modes come in very  
useful when you begin to play.  
This has to be one of the most  
difficult games to get to grips with  
that we've ever seen







Thankfully for this third incarnation, the developer, Clockwork Games, has decided to drop the disastrous attempt to introduce a story that we saw in Lemmings 2. I found the anonymous identical Lemmings far preferable to the personas that were developed for them as a result of giving them different personalities and skills depending on which tribe they belonged to.

In 3D Lemmings it's back to the traditional style of knowing where you stand throughout the game. You don't have to worry about learning how new attributes work and when best to use them. However, even for fans of the originals, getting to grips with 3D Lemmings is going to take time.

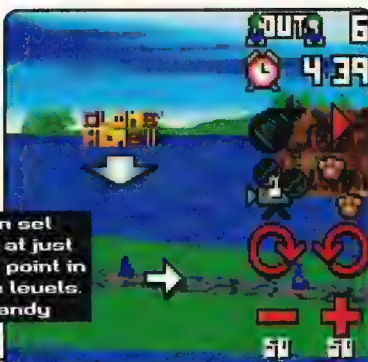
Getting each Lemming to do what it is supposed to do at each point, as well as ensuring they are in the right place in three dimensions instead of two,

is highly tricky at first, but thankfully there is an extensive series of trainer levels and a tutorial to break you in gently.

It may take time to get into, but when you do manage to get your head round it, 3D Lemmings turns out to be a very rewarding experience.



gs





# 3D Lemmings



Trampolines are very useful for reaching high areas

This is the first real PlayStation puzzler, and it's definitely laid a good foundation for anything that is to follow. It's one of the most mentally taxing games I've ever come across, and you're guaranteed to still be playing it many months from now.

Clockwork Games has managed to recapture the feel of the original whilst making the game 'next gen' enough to satisfy even the harshest of critics.

You will get stuck, of that there can be no doubt, but that just makes it all the more satisfying when you do manage to progress. As you get further into the game, the levels get fiendishly difficult, but strangely you never tire of them. This is most likely due to the fact that there is a handy replay feature which allows you to play back your last attempt, see where you went wrong, and then jump back in at whatever point you choose.

3D Lemmings will not suit everyone. Action fans are going to hate it, but it's without doubt a great puzzle game.

I've heard some people say that if you've played Lemmings before then you'll be immediately at home with 3D Lemmings, but I'm living proof that this statement is in fact wrong. For my first few attempts I was really floundering around as I struggled to get to grips with all the new features of the game.

For instance, I found simply scrolling around the screen getting to where I wanted to be difficult enough at first. Generally, by the time I'd got there, half my Lemmings were dead, and by the time I'd selected the option I actually wanted, and tried to apply it, the other half was severely depleted as well.

Work your way through the trainer levels though and things should take on an entirely new perspective, I guarantee it. You won't be an expert by any means, but you'll at least be proficient in the more intricate workings of the game. And you'll be able to play with a lot more confidence than you had when you started.



Taking a step back away from the action can often provide the answer you are seeking



Time your bounce to perfection. Or else...

**SUMMARY**  
**GAME** 3D Lemmings  
**GENRE** Puzzle  
**SOFTWARE HOUSE** Sony Interactive  
**PRICE** £39.99

3D Lemmings breezed into the office like a breath of fresh air, and lightened the mood considerably following some pretty dour PlayStation releases we've seen over the last couple of weeks. I've always liked getting my teeth into a good puzzle game, and this is right up there with the best. And not just on the PlayStation either; it rivals games on any other format.

**GRAPHICS** 7  
**GAMEPLAY** 9  
**LASTABILITY** 8

**OVERALL** 8½





PC  
CD  
ROM



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MAXIMUM MAGAZINE.

extreme g-force  
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wipEout

96% - C&VG



wipEout the return overboard now from Sony Music

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**Over the next four page  
to make you a sexier, to  
person. Everything's ex  
are worth loads of c as  
You don't even have to b**

# Everyone's a

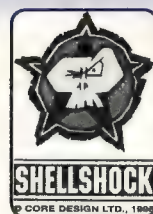
**1) Win a PlayStation?  
How much does Andy  
Sharp like Striker '96?  
See Striker '96 review  
on page 26**





**s are prizes guaranteed  
ugher and more ream  
clusive to SonyPro and  
h too. Entry is free!  
uy a stamp**

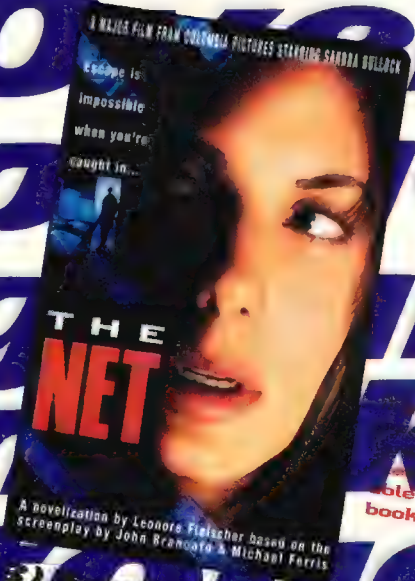
# winner baby 2



**2) Fetching military  
green Shellshock  
wallets, t-shirts,  
dog tags, notepads  
and stickers march-  
ing their way to you  
*How clever is war?***

**To win these  
and tons  
more stuff,  
turn over... ➡**





3) Get the victim  
back form - six  
novelisations  
How i...



4) Get a jelly belly  
with one of three  
Jelly Belly machines  
or become all 3D  
with one of five  
copies of 3D  
Lemmings  
*How original an idea  
is 3D Lemmings?*





**5) Win one of ten bizarre Goot board games**  
*How weird is Goot for a board game name?*

**6) Be blessed with eternal life – or just win one of five Interview With The Vampire vids**  
*How scary are vampires?*

**7) Five Death Warrant vids could be yours**  
*How talented an actor is Jean-Claude Van Damme?*

**8) Win five Hard to Kill videos**  
*How hard to kill is Steven Seagal's character in Hard To Kill?*

**9) Five Avenger Penguins vids come at ya!**  
*How ridiculous a notion is a bunch of avenger penguins?*

**10) Six copies of Footballers Behaving Badly up for grabs**  
*How heavily does Blackburn Rovers rely on its youth policy for success?*



Cheers to Ste and Zoe for being coerced into modelling for us



Tick the relevant boxes on the answer form for the competitions you'd like to enter

Name  
 Address

Age  
 Telephone no

	Very	Fairly	Not at all
1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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9	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Send your entries to our freepost address below

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 Macclesfield  
 Cheshire  
 SK10 4YB



**Location:** The SonyPro office, IDG Media, Macclesfield

**Debator:**  
Alex Lee

**Debatees:**  
Neil Jackson  
Paul Roundell  
Andy Sharp  
Steve McNally  
Fiona Howarth (girl)

**Alex Lee:** Do you reckon computer games are sexist?

**Andy Sharp:** I can't possibly talk now. (Too busy listening to David Bowie's new CD.)

**Neil Jackson:** I think they're wildly sexist. But then birds don't deserve computer games. They should be busy having babies, knitting and making recipes and stuff.

**AL:** Do you think things should change?

**NJ:** No. I don't.

**AL:** Do you think girls don't buy computer games because they're sexist?

# ***Are comp and video sexist?***

***Every day the staff of SonyPro sit down and have a row. But only once a month do we actually record it all on a dictaphone. Here's what happened during our latest argument:***

**NJ:** Computer games that appeal to girls would be financially unviable, so companies wouldn't be interested in making them.

**AL:** What sort of games do you think would appeal to girls?

**NJ:** Recipe programs, how to bring up babies and stuff.

**AL:** How to ring up babies?

**NJ:** Bring up, not ring up! They've already done a few, haven't they? In America. You could have chick





adventures where you have to er...

**AL:** Go to the hairdresser's?

**NJ:** You could rescue, like, Robbie, ex-out of Take That. It's difficult to get into chicks' minds, isn't it?

**AL:** Is it because the industry's dominated by gadgies?

**NJ:** No. I think if there was a market for it, it would be exploited, but I don't think there is.

**AL:** Why not?

**NJ:** Everything's to do with conditioning when you're young.

**AL:** Anything else to say?

**NJ:** No. I don't wish to incriminate myself any further.

**AL:** Video games - are they sexist?

**Andy Sharp:** Mmm... they are.

**AL:** Any more?

**AS:** Come back later.

**AL:** Are computer games sexist?

**Steve McNally:** No.

**AL:** Why?

**SM:** Because they're only catering for the market. The market is mostly male because girls aren't interested in computers. They've

but I don't see the point in doing, like, a Sindy game, because no lads are going to like it.

**Paul Roundell:** (Controversially) There's no sexism in video games, and any bird who says there is should get back in the kitchen! I think there is, really, but it's acceptable because video games are aimed at males and it's a predominantly male market. I think it's always been that way - technology is male dominated.

**AL:** So gadgies are at the forefront of technology rather than women?

**PR:** Yes, because they're generally more interested. If a new television comes out, with surround sound and stuff, it's all the blokes who'll be clamouring to buy it first. It is sexist, but acceptably so.

**AL:** At what point do you get unacceptable sexism?

**PR:** The only way it's unacceptable is if it's a fifty-fifty market and all the games are still aimed at men. The software companies aren't willing to invest in women.

**AL:** Would it be possible to change the balance by targeting and marketing females?  
**PR:** I can't see who'd take that risk.

but you see women in tighty-ass bikinis. You don't see any pictures of blokes having a big lunch box, whereas you see plenty of large-breasted women.

**FH:** Girls want to grow up a lot faster. Lads are quite happy staying at home and playing games with all their mates, whereas girls want to go out and meet nice looking guys.

**PR:** But there's none there, because we're all at home playing computer games.

**FH:** Yeah, but it's all the ugly ones that are playing computer games.

**PR:** Right! I'm going out tonight.

**AL:** So the level of sexism in video games is only acceptable by the market, which is a male market, so therefore it is sexist by definition.

**PR:** Yes, but I like it that way! No, I think awareness will be created as the PlayStation becomes more like a second telly. When everyone's got one, everyone will use it.

**AL:** The way the telly has developed, you could probably say that women tend to watch more hours of telly than men do. So will it follow that if a console becomes an accepted home unit then eventually women will use it as much as men do.

**FH:** More probably will.

**PR:** I can't see it becoming equal, but only because we're just not at that stage.

**AL:** If you bear in mind that the home computer industry is about 15 years old, and it develops in the same way as the telly, then in 15 years time there's going to be an equal number of lads and lasses playing computer games. Mere conjecture...

**PR:** Women have little or no co-ordination. I mean, have you ever seen one of them drive? Or running for a bus? (Discussion breaks down at this point.)

Tape Debate Conclusion #2: Video games are sexist, but acceptably so. We can say that because we're all blokes. Apart from Fiona, who prefers flowers.

# uter games

got dolls to play with. I reckon it's down to the parents. Parents buying presents for the kids don't look at computers as being a reasonable thing to buy a girl. They think a girl won't be interested. If parents had bought more Mega Drives for girls, they'd be into it. Kids can't afford to buy them on their own.

**AL:** But would a young girl like a Mega Drive, considering that very few games feature female characters, and the ones that do tend to portray macho women?

**SM:** They're not all about killing,

**NJ:** Companies would have to work at a wild loss to try and bring the whole situation round. It would be a big gamble which probably wouldn't work.

**PR:** You can't target a game specifically at females. That's not helping any equilibrium, it's just patronising them.

**Fiona Howarth:** I think females spend their money on other things, like clothes. A lot of girls play computer games. I've got a lot of friends who are into them.

**PR:** In Street Fighter II you don't see any of the blokes in thongs,



Terry Pratchett's

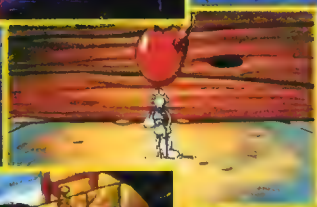
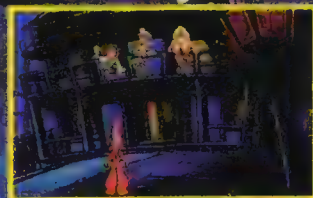
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What's that ugly  
bloke pointing a gun at  
us for? Over the next  
11 pages,  
**SonyPro** tells  
you why and more.  
A lot more



**82**

### Showing Off

The European Computer Trade Show is where software publishers display their latest releases, long before the games are packaged and ready for the shops. They give away loads of free stuff to journalists in an attempt to outdo each other too. Alex Lee takes all that's on offer and tells it like it is.

# Features

**86**

### Peripheral Vision

It isn't all sun, sea and sand for American correspondent Rob Smith. Every now and then, while getting pedicures from scantily-clad ladies, he has to test out PlayStation joysticks. And this is just what he's done for us right here.

**90**

### SAS Kick Ass

You never know just quite what you're gonna be in for in this job. Alex Lee had a rude awakening the other day when he found himself getting his ass kicked by four proper rock hard SAS blokes. It was all in the name of Millennium's Deadline.



For feature requests, write to the Freepost address on the last page.



The European Computer  
Trade Show used to be  
exactly that. Now it  
is merely an excuse



for software  
houses to give  
things away  
and show off  
about how  
big and rich  
they are.

Join SonyPro  
as we reveal  
the top 10  
software houses  
at the Autumn '95  
ECTS - in terms of  
sheer decadence

# Show

giving  
away?



merely an  
excuse?



FEATURE

# ing Off



## ECTS

Overleaf - the software house top 10. The decision was made using the following criteria:

The stand:

Was it in the exhibition hall or in a hotel or pub or what?

How big was it?

Was there free food and drink? Were there any decent

freebies being handed out to people like us?

The people:

Were there any models?

Were they tasty? Were there

any people dressed up as a

character from a game? How daft did they look? Were there any sporting celebs? Or old/washed out pop stars?

The party: Was there one? Where was it

held? Was it any good? Was the beer free? Were

there any birds there? What did they look like? Did

they care that we were unattractive and spotty?





# The winners

**8** Sony Interactive Europe took over the upstairs at local pub Harvey Floorbangers, and put a buffet on. There were also a few men knocking about with green hair and 3D specs, masquerading as lemmings.

**9** Ocean sponsored the bar. A utilitarian stand and Raiden Project game were nothing to write home about, but the Ocean-sponsored bar provided a handy area to sit down, meet people and get hammered on company expenses. PR manager Declan Brennan provided the humour with gags aplenty to avoid being slagged off for wearing a jacket that was obviously a subbuteo pitch in a previous life.



**10** US Gold's all-encompassing press pack included a couple of CDs for Johnny Bazookatone (one audio with a nice sample of 'Heeeeeere's Johnny'), and a CD with a load of Andy Warhol-style sheep heads on. The stand, in the Kensington Olympia Hilton, contained a load of Roman statues (which might have just been in the hotel anyway), a fine selection of sandwiches and a

polite barman serving everything from mineral water (in glasses with lemon and ice) to freezing cold beer. There was a post-show drink-up as well, with the invite printed on a fairly amusing sheep mask.

**7** Gamete set up shop, or rather crashed up taxi, in the Olympia Hilton, sticking a 70's yellow New York cab (that it had painted up and cut in half especially) through a false wall. On the floor in front of it was a Columbo-style pretend chalk body outline done with white sticky tape. Welcoming everyone and giving out press releases were two blonde page three models. After all that, the food and drink on offer were of secondary importance.



**6** Sony's stand was massive, above an even larger advertisement - the largest of the show - that took up the whole of the famous arch at the far end of Kensington Olympia's grand hall. Impressive? You couldn't miss it no matter how bleary eyed you were. Loads of PlayStation games, including third party ones, were on display for anyone to have a dabble. There were no models, but one of the staff could have passed for one. The food and drink on offer was average - mainly cakes and danish pastries - but there was a party at the Wonderpark, Windmill St W1, with free coin-ops all night. As if we'd want to do that... The invite was pretty cool though, printed on a black CD disguised as a PlayStation game. It didn't work, by the way.



**5** Philippe Meïa's stand was nothing to write home about, nor were its freebies. But what a party! Held at London's fashionable Sports Café, there was a free bar and posh free buffet. Live footy (West Ham v Chelsea) was on TV screens all around us. The only thing Philips had no control over was Sky's choice of live match. Hanging around nonchalantly were old footballers George Best, Gordon Banks and Rodney Marsh - don't ask whether they'd been

'you couldn't miss it - no matter how bleary eyed you were'



## The runners-up

Reclaim proudly showed off a full-size replica of the latest Batmobile. There was also a come-and-have-a-go basketball net accompanied by a female commentator. The best bit, however, was the separate suite, far from the madding crowd, stocked with wine, beer and posh dips.

Electronic Arts could boast with conviction it had one of the best-looking stands in town, the number with top-to-toe glass in all the meeting rooms, which could only be entered by means of a unique card. The position was one of the best too, with the three (poor) meeting rooms overlooking the Ocean bar. A team of bow-tied waiters were on hand to supply refreshments, but the portions were meagre.

Gremlin displayed playable versions of Loaded, Actua Soccer and Actua Golf – arguably the best British third party PlayStation efforts on offer so far – and gave away a cool black 'Play It' T-shirt.

drinking or not. The only let down was that there were no PlayStation products on display, and, let's get it right, there were hardly any birds there either.

4 Empire's two-tiered stand was graced by Bruce Foxton (ex-Jam) and Jake Burns (ex-Stiff Little Fingers). Empire's PR reps wanted to introduce me to them, but I was too busy trying to disguise my embarrassment at dropping a bottle of fortified wine at their feet (which didn't smash, I'm relieved to say). Before my impromptu attack of dropsey, however, I'd secured a polo shirt, the said Brain Bender 13 wine in a cartoon display box, and a metal yo-yo. The stand wasn't up to too much, but at least it had two floors. Although there weren't any models present, the PR women were pleasant – especially the one with the husky voice.

3 MicroProse had a limited edition supply of excellent black denim jackets cut in classic Levi's style, with a subtle embroidered black MicroProse logo above the left breast. Possibly the giveaway of the show. Star-wise, Damon Hill turned up for a press conference, which was to promote a MicroProse/Hill Web Site.

Hill cost £5000 for the hour, but as Paul Roundell said, that's still a lot less than what he gets for spinning off a grand prix circuit after five laps.

2 Infogrames sported an ordinary stand, and its featured game, Tin Tin on the SNES, wasn't too hot (although Knight's Chase and Alone In The Dark 3 on the PlayStation looked good). Appearing at the stand, and briefly at the club on the night, was a bearded gadgie dressed up as the knight out of Knight's Chase, complete with a huge, heavy-looking

broadsword. Infogrames' party, however, was the talk of the show. Featuring two DJs, a live performance from The Bootleg Beatles, and hosted by outspoken ex-Word presenter with rockabilly haircut Mark Lamaar, the Hanover Grand club stayed open until 3:30am. Although the free beer supply ran out and we were faced with paying £2.50 a bottle for the last two hours or so. Another talking point was the free Tin Tin haircut service, although it's doubtful anyone was that bladdered that they took advantage of it. There was one gorgeous bird there who even got on stage at one point, but the male:female ratio was a sad 80:20.

Virgin's stand was a grandiose mock-up of a 50's cinema, complete with doormen and usherettes. The usherettes were tasty models hired from a top modelling agency who gave you tickets from a box office booth as you went in. Swishing open a velvet curtain revealed rooms containing old projectors and proper fold-up velvet seats ripped out from old cinemas. The press pack consisted of two different sized film reel boxes which held those ream cola worms and CDs with screenshots on them. There was also a big box, which was a spiral-bound Virgin brochure. All the above was presented in a black despatch bag made of sturdy man-made fibres. Congratulations Virgin, you sure bought your way into our hearts!

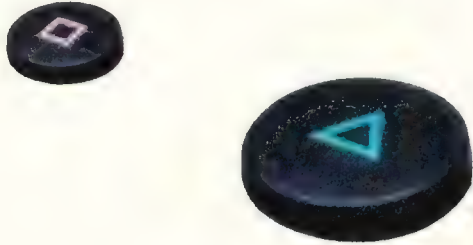


Never one to be influenced by gifts of free beer, alabbar and food, Alex Lee remained stone cold sober, scruffily clad and hungry throughout the show



The PlayStation is going to be big business for many people, and not just in the games production field. Sony's decision to include just one joypad with the system opens up the way for a whole host of peripherals to be thrust in front of the **multi-player gaming community**. Here's the lowdown on a range of arcade sticks and more standard joypads that have already emerged from US and Japanese third party developers

# Peripheral **Vis**





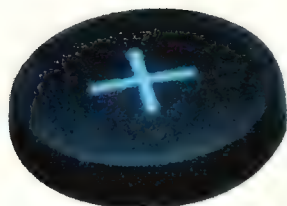
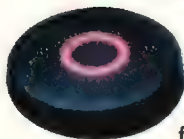


If you want the familiar feel of the supplied joypad, this Interact Special should see you right. It also has turbo and slo-mo features

## ASCII Specialised Joystick

A veritable beast of an arcade-style controller, the ASCII Specialised Joystick measures some 11 inches wide by about 8

deep, and sports eight large, friendly buttons. The layout is very much of the arcade style - which is probably handy considering the number of coin-op conversions making the trip across to the home platforms - with a short stick and two banks of four buttons. A turbo switch promises greater control over the speedy gameplay, and a slow motion feature offers the chance to practise complex moves. A range of automatic turbo switches can be flipped - in effect, keeping one button permanently pressed - to help accomplish special moves with greater ease. For arcade veterans, enjoying the appearance of their favourite games on the PlayStation, this joystick will only serve to enhance the experience.



## ASCII Specialised Control Pad

Looking like some kind of oriental throwing weapon, this ASCII control pad has a thin, flat profile quite distinct from Sony's packaged controller. The curved edges are quite comfortable in the hand and provide a solid grip. A more conventional direction pad replaces the segmented style used on the standard controller. Switches for turbo and auto control for each of the four buttons are placed conveniently in the middle of the pad. There are also turbo and auto switches for the shoulder buttons - the main drawback with this controller. Due to the slim design of the pad, the shoulder buttons are very thin and therefore difficult to use with the degree of accuracy required in many games. A slow motion button rounds off the features of this decent pad, hindered mainly by the small shoulder triggers.



  
ion





## HORI Fighting Stick

If you want real weight in a joystick, check out this fighting stick from HORI. Why fighting? Probably because if you lose, it would be a vicious weapon with which to club your opponent to death. Bigger, blacker and meaner than the ASCII joystick, this one uses an eight-button arcade-style layout - even the buttons on this are bigger. A metal plate provides a cool resting place for wrists, but given the size of this beast, the design is not that impressive. Turbo switches for each button are depressed into the top plate, and are a little small compared to the overall build. Although the box appears sturdy, the joystick feels fairly weak in the hand. Also, the lack of slow motion and autofire features help to plunge this particular peripheral to the bottom of the pile.



Don't fancy using this as a joystick? File down the edges and use it as a top martial arts weapon

## HORI Fighting Commander Two Way



If you can't shake off the desire for gaming the good ole SNES way, HORI has the perfect solution

If you're in the process of moving on from a 16-bit SNES system to the power of the



PlayStation, but are saddened by the loss of those familiar, sturdy controllers, then this Two Way from HORI could answer your prayers. The Two Way strongly resembles the SNES pad but has a six-button face constructed to replicate

either standard PlayStation configuration or, at the flick of a switch, six-button arcade-style. Although lacking any slow motion, turbo or autofire options, the Two Way features all the basics of the standard controller, with the look and feel of the SNES pad. If you can't get to grips with the PlayStation's original controller shape, this is definitely worth considering.

## Interact's Pro Pad

This controller from Interact (formerly STD) takes the basic style of the supplied pad and adds a number of extra features. It's slightly larger than the standard pad but has the same sized buttons and the segmented direction pad. Well angled shoulder



buttons are easy to use, but finger grooves in the handles, whilst attempting to ease comfort, actually force your hands into a position which may not be suitable for your own style. The buttons also feel a little 'clicky' and occasionally unresponsive. That said, there are autofire and slow motion modes, all accessed through small lights on the pad front. If your hands fit the set positions, this pad takes the standard controller a couple of steps along the development line.



A veritable monster for that original arcade feel. And with the number of conversions from the arcade, this could be a useful device

## Mad Catz Advanced Controller

Another pad based strongly on the standard controller's design, this offering from Mad Catz is



compact in shape and uses the full direction pad. A small LED light indicates when any of the slow motion, turbo action and autofire modes have been activated. These extra features and the solid design make it worthy of consideration. This is the first of a range of PlayStation peripherals which Mad Catz intends to release. Forthcoming plans include steering wheels, carry cases, memory cards and extension cables.

## In the Pipeline

In Japan, Namco has launched a quite unique PlayStation controller which, apart from being white, is hinged in the middle, allowing the two handles to be twisted. While featuring all the standard modes, the ability to twist the handles gives a pseudo-steering feel which can be incorporated into driving games such as Ridge Racer. No announcement has been made about its availability in the UK.

ASCII is pushing ahead to enhance its range of peripherals with the imminent launch in the US of a flight stick. This joystick will move away from the arcade-style sticks currently on the market, targeting gamers who will be taking to the skies in the range of action flight sims which are emerging. So, if Agile Warrior or Warhawk are on your Christmas shopping list, a suitable flight stick may be a worthy purchase.

Rob Smith  
is adept at  
wagging  
joysticks.  
Let's face it,  
he's had a lot  
of practice



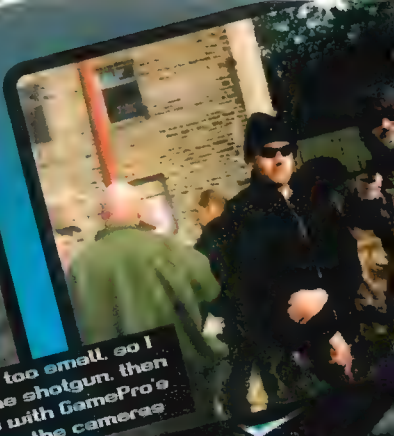
Guns are hard & clever



They gave me this gun to play around with first. You should never point a gun unless you're gonna use it



It was too small, so I tried the shotgun, then posed with GamePro's Jay for the cameras



# SASKI

Cameramen mess about



I then waited around for ages while the camera crew messed around with lighting, special effects and technical stuff like that

While I waited for my starring role, the guy with the bald head told us how hard he was & demonstrated some Bikkie moves on a few of us



The SAS told the camera crew what their procedure was for being in doors. They looked impressive in their

invited Alex Lee to star in a full motion video sequence for Deadline



This is what  
happened when Millennium

# ck ass

The cameras started rolling when the SRS began creeping up the stairs on their tip toes, whispering to each other

When they broke in, the big bald bloke had gone all mad and terrorist-like and started threatening to shoot the chick

The shoot-out began, and the SRS's superiority soon showed as the terrorists were easily picked off

The SAS storm right in

Before the terrorists could say 'Look out, here's the SRS', the boys in black stormed in, taking aim with their laser sights



# SAS kick ass



Just to make sure, the SAS covered the hostages in case of any further foul play on the terrorists' part

All in a day's work...

It's no wonder these hostage types are looking so relaxed. Their 'ordeal' was all a sham

But hold on! The lead terrorist is still alive! Oh, what? So it wasn't real? I'd believed the whole thing...

The closing credits...

GamePro's Biff gets all stressed cos he's just about to get his ewe'de blown off

Left: These are the real SAS, so taking their picture when they haven't got their faces covered is out of order

That's me! The handsome one in the middle. Keith out of Millenium, who made this all possible (cheers, mate) is the one on the left



**DELIVERIES UP TO 22nd DECEMBER - PLEASE ORDER BY 3pm  
WEDNESDAY 30th TO GUARANTEE ARRIVAL BEFORE CHRISTMAS**

[illegible]



**A 36-page SonyPro  
taster issue was  
given away with  
the October  
edition of  
sister mag**

**GamePro. Although there  
was no incentive to send  
back the completed  
form, we were  
nevertheless inundated  
with replies. Thanks to  
everyone who sent the  
form back. Here are the  
results of the survey**



**results**

**1 Which are your favourite two other magazines?**

Many mags ranked among your faves, including Amiga Action and GamePro (both published by IDG), GQ, NMS, CVG, GameFan, Gamesworld, Ultimate and Edge. In all, over 20 different publications were mentioned. Take A Break and Fiesta received one vote each!

**2 What is the best thing about the above mags?**

Reviews - other qualities mentioned were tips, previews and layout. These did not necessarily relate to the above magazines, as you liked a broad spectrum of mags (see above).

**3 What's the best thing about this supplement?**

Reviews, and the fact it's about the PlayStation. Other replies included news, 'everything' (cheers), and 'no inane comments'.

**4 And the worst thing?**

No-one could really agree on this. Many of you said 'nothing', but some were disappointed that it was only 36 pages long. The reviews

being disjointed and the inclusion of a 3DO ad(!) also came in for some stick. This went in by the way, because no PlayStation ads were available at such an early stage in the machine's life.

**5 In previews, what's more important - screenshots or info?**

Screenshots, but only just. 50 % of you went for screenshots, 40% chose info, and 10% wanted a 50/50 split.

**6 Do you care who programs a game? Do you want to see their picture at the expense of screenshots?**

You don't care who programs games! Almost 100% of you think screenshots are more important than programmers' pictures.

**7 In reviews, what's more important - screenshots or information?**

40% of you plumped for info, 30% picked screenshots, and 30% went for a 50/50 split.

**8 Design-wise, do we have the balance right in this supplement?**

Almost 100% agreement here! Yes, we do have the balance right.

You're not only very kind, you possess sound critical faculties too.

**9 If not, what should we change?**

A couple of you didn't like the 'poo facts' in the previews bit, and one comedian suggested we should change our underpants.

**10 If you wouldn't buy the magazine, why not?**

The majority of you, naturally, would buy the mag. A couple of dissenters mentioned the forthcoming official mag. When you see it, ask yourselves 'why?'

All the survey respondents were male - If there are any chick PlayStation fans out there, get in touch. The average age was 18.79 and the range of ages was between 12 and 32!



# MIRROR, MIRROR ON THE WALL..



..who is the sickest, baddest,  
extra-terrestrial killer  
of them all?

THIS IS A REFLECTION OF YOUR WORST FEARS

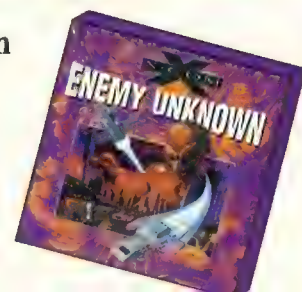


X-COM Enemy Unknown AVAILABLE NOW for the PlayStation

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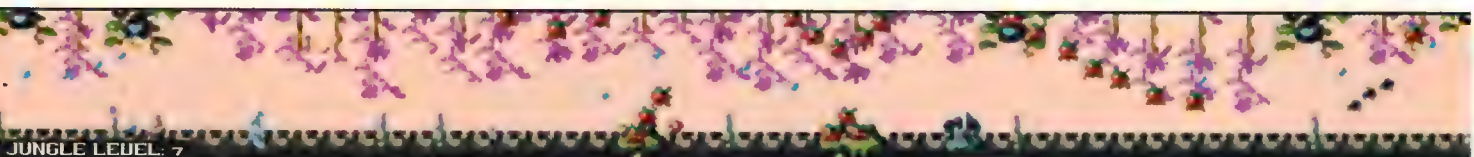
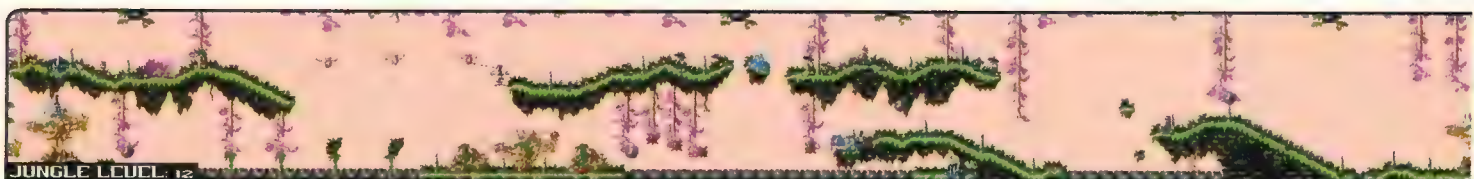
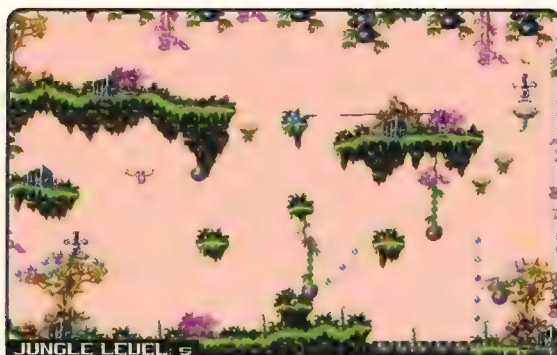
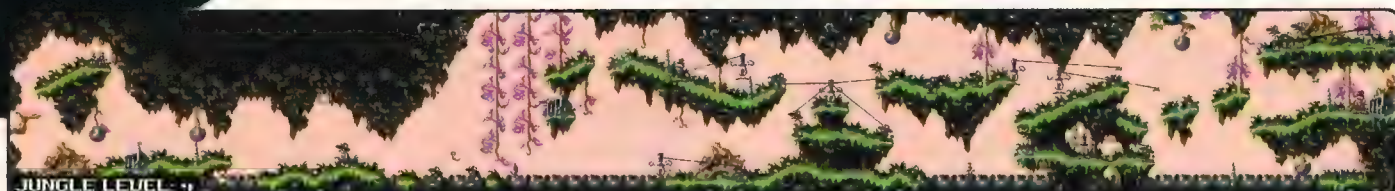
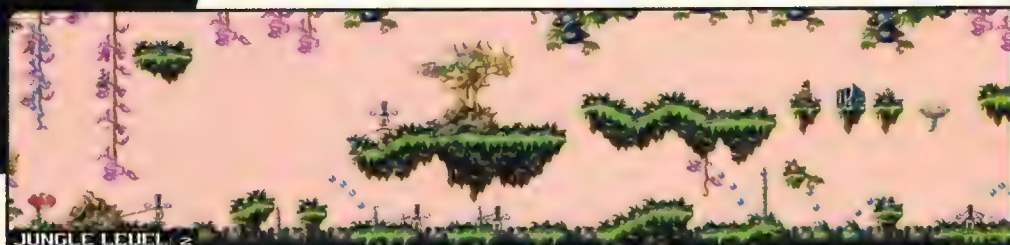
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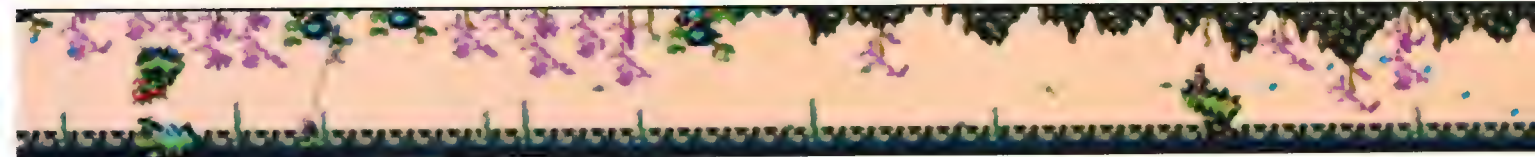
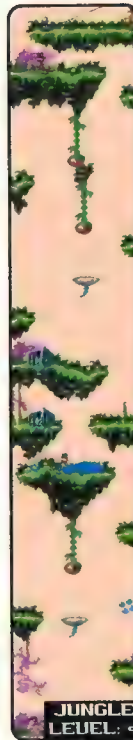
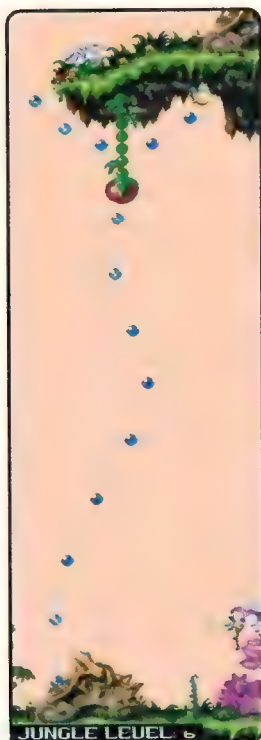
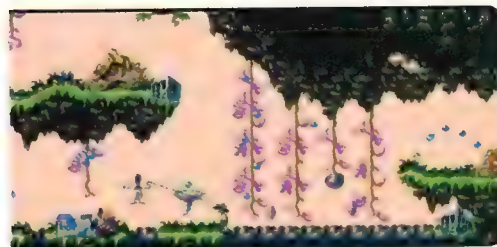


# Rayman *Part 1*

Freeing all the Electoons is tricky indeed. At least it was until SonyPro decided to compile a guide to the secrets and tactics best employed if you want to get anywhere in UbiSoft's fantastic platformer







**C**ollect as many blue tings as you can. Not only do they give you free lives, they also lead the way to hidden cages and power-ups. From time to time you may see a single ting enticing you to jump into the unknown. Go for it! You never know what you might find.

You may also hear a strange noise that means something special has happened. You might not always see this gift immediately, but it won't be far away. And don't be afraid to retrace your steps, because it could lead to a cage of Electroons.

You won't be able to get all of the Electroon cages within a level your first time through. Sometimes you will have to get additional powers from Betilla the Fairy and then go back to find the cages.

You can only get to Mr Dark's Candy Chateau once you have freed all of the Electroons from their cages.

## DREAM FOREST WORLD

### Pink Plant Woods

**Jungle Level 1:** Just after the red flower that bends, if you climb the vines and go left, you will find a free life.

**Jungle Level 2:** Jump on the flower at the very left of the screen and then jump on the vine hanging above it. Grab all of the blue tings around the vine and then jump over to the platform on the right. If you've collected ten tings the magician will take you to the first bonus level.

You can beat the hunter by hitting him when he lowers his pistol

**Jungle level 3:** Betilla the Fairy will give you the power to throw your fist. Go to the far right side of the screen, and jump and knock

down the purple grape. Jump on top of the grape and then jump on the platform to exit the level.

**Jungle Level 4:** To get special powers that are suspended above water, find the nearest purple grape, knock it down and push it with your fist into the water. Once the grapes are in the water you can jump on them and move (carefully!) left and right. Using this technique you can find another magician at the bottom right side of the level.

### Anguish Lagoon

**Jungle Level 5:** After the second floating platform you'll see a bunch of blue tings. Jump off the platform and grab them, they'll lead to a cage of Electroons. Be ready to duck though, because there's a hunter waiting!

**Jungle level 6:** Try to stay in the middle of the screen so you can see from which direction the mosquito is coming.

### The Swamps of Forgetfulness

**Jungle Level 9:** Jump up and knock Tarayzan's clothes down which are stuck on the vine. To thank you he will give you a magic seed. You can plant the seed repeatedly and then jump on the plants that grow to advance through this level. You cannot, however, plant one seed on top of another.

When you reach the exit to this level a free life will appear on the left side of the screen. Try to get it if you have enough time left before the water reaches you.

**Jungle Level 10:** Knock the purple grapes down and they will fall on the heads of the enemies. You can then walk on these grapes.

On the second large island you will see one of the scavengers and





# Rayman



a bunch of Anitoons.

Don't use the grape as a way of getting rid of the scavenger or you'll miss a cage of Electroons. Instead, approach the island from the left by water, using another grape. Punch all of the Anitoons while on top of the grape, then knock down the grape that floats above the island. Push it to the right and into the water. (One way to move grapes is to jump on top of them, punch in the opposite direction you want to move, and then duck. When your fist comes back it will bump into the grape first and push you along.) When you arrive at the next island a cage will fall from the sky.

**Jungle Level 11:** Climb up the first vine that's holding up the purple grape. Go to the top and then drop

to grab the tings and a cage will appear below. Before exiting this level, knock down the grape and push it to the left until it falls in the water. Jump on it, float to the right and you will find another cage.

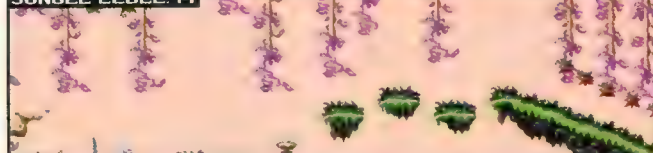
**Going Back:** Once you acquire the power to hang and punch, you can go back and pick up a few more cages. In Jungle Levels 2 & 3 more cages will become accessible.

In Jungle Level 5, get on the falling platform at the very top of the screen. As you are falling, wind up quickly and punch to the left to knock down the grape. You will fall on a platform with the grape. Jump on top of the grape and swing over to the left with the grapple until you see the cage.

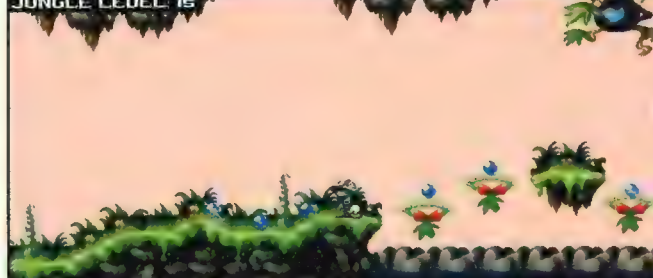
JUNGLE LEVEL: 13



JUNGLE LEVEL: 14



JUNGLE LEVEL: 15



down and a cage will appear. In order to ride down the hill, knock the grape down, jump on top of it, punch and then duck down so that it moves. Before you get to the end of the hill, jump off the grape and onto a floating platform. Jump over to the right again and you'll find another magician. On the right side of the platform with the magician you'll see a blue ting. Jump off after it and platforms will appear leading you to another cage.

## Moskito's Nest

**Jungle Level 12:** Climb up and get the tings on top of the mushroom tree at the beginning of the level. A cage will appear on the ground. When you see the photographer, don't get off the grape. Stay on and it will take you to a cage. The tentacle can only be stopped by punching it in the mouth.

**Jungle level 13:** Climb up the tree

Then jump down to the mushroom tree and another cage will appear.

In Jungle Level 12, climb the vine just after the photographer and get rid of the bad guys. You'll find a magician and a little bit further some flying hooks that will lead to a hidden cage.

Once you've beaten a boss, you will not have to fight him again when you return to that level. You can also exit a level by touching the beginning or end of level exit sign.

## BAND LAND

### Bongo Hills

**Music Level 2:** Advance forward to the end of the bongo then retrace your steps, jumping over the cloud and you will find a free life. Jump above the exit panel at the end of the level. When you land on the left side of the panel a cloud will appear off to the right side of the screen. Get on the cloud and it

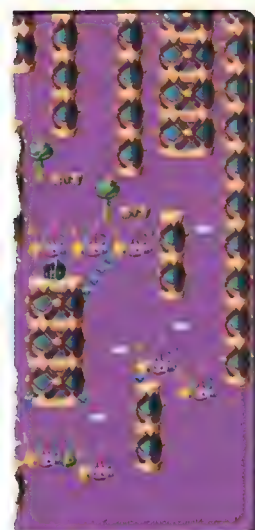
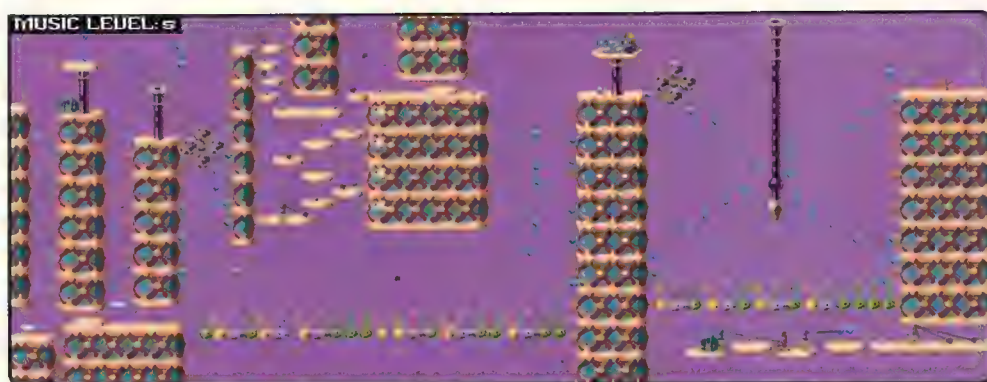
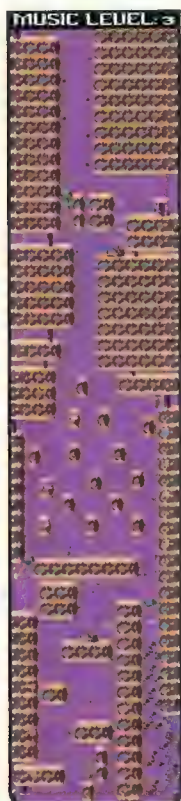
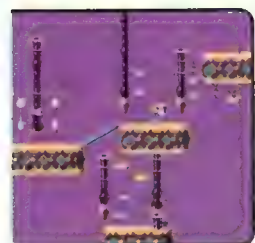
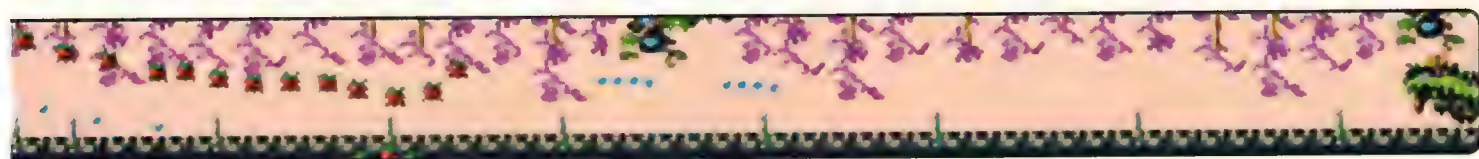
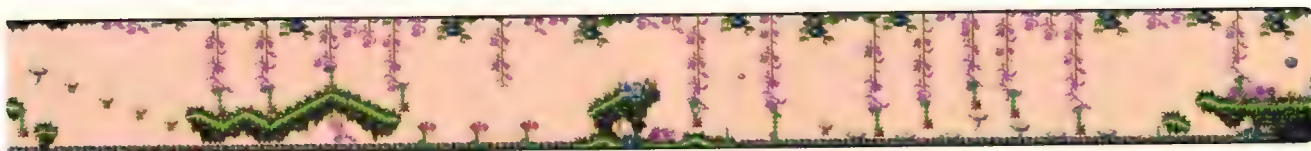
MUSIC LEVEL: 1



MUSIC LEVEL: 2

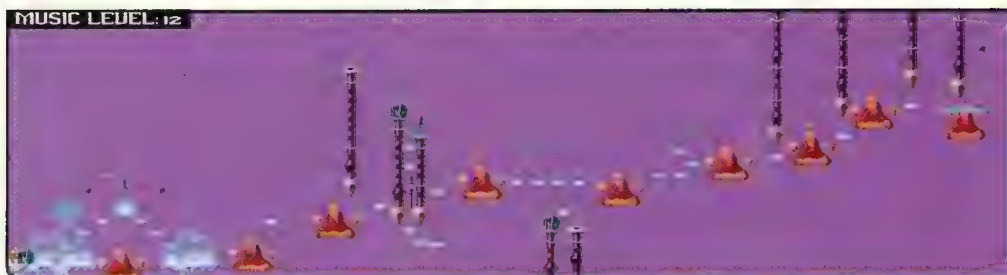
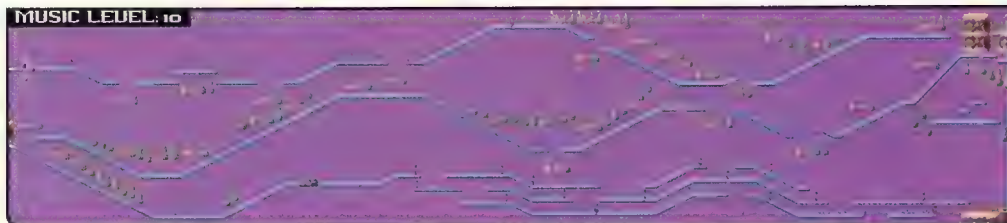
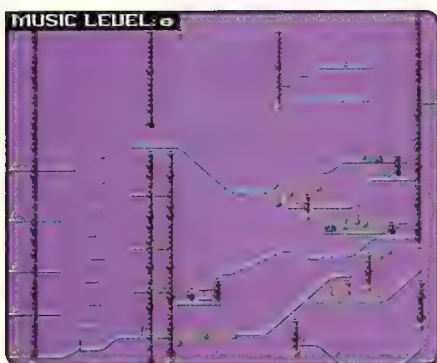
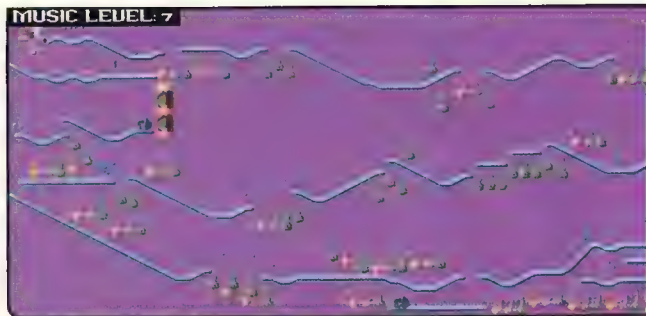








# Rayman

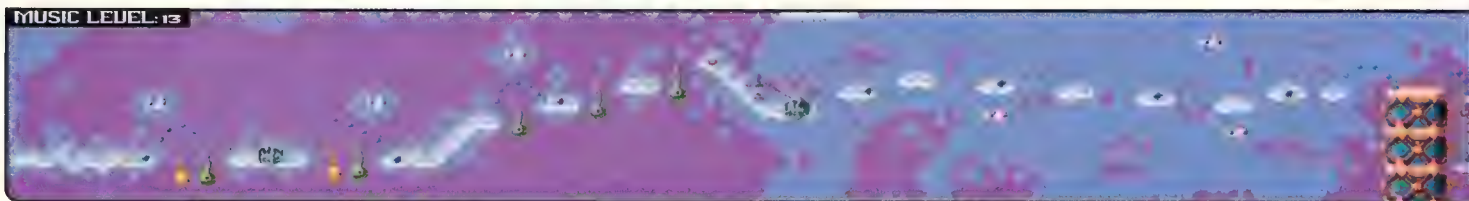


will take you to a cage.

**Music Level 3:** Don't get on the second flying maracas, just after the photographer, right away. Instead, fall beneath it and continue going down until you find a cage. Retrace your steps.

**Music Level 4:** Go after the lone power-up hanging over the edge and you will find a hidden reserve of power-ups, tings and a golden fist.

**Music Level 5:** When you arrive at the first photographer, instead of continuing







forward, jump back on the brown spinner and jump over to the platform on the left. Shrink by touching the fairy, and follow the tings. Fall down on to the brown spinner and descend until you see the notes. Then jump off to the left. Take the second ascending cloud and you will see a cage. After freeing the Electroons, get back on the cloud and retrace your steps.

At the exit, jump over to the other side of the panel and fall down to the bottom. Go left and you will find another cage. retrace your steps, and on the far right side, jump and a cloud will appear to take you to the exit.

### Allegro Presto

**Music Level 7:** At the second arrow-shaped group of tings, just after the false notes (which you must get past by ducking), instead of continuing down, jump up to

descending, climb up the platforms to find the free life.

**Music Level 9:** Move toward the right, jump on the first bongo, and then retrace your steps and you will find a cage. After the photographer, jump on the two small platforms and then retrace your steps. A brown spinner will appear. Ride it and it will lead you to a cage. Once you've reached the walking drum, jump off onto one of the sliding platforms. You'll hear a noise which means that something has appeared. Jump back left to get to the bonus level. At the end of the level you will seem stuck because the exit panel is not in sight. Jump on the upper slippery platform, and a cloud will appear. Jump on the cloud and the exit panel will appear.

### Gong Heights

**Music Level 12:** Jump on the clouds above the first Tibetan and a cage will appear near the entrance to the level. When you see a series of four clouds underneath a group of tings, drop down beneath the clouds to find another cage.

### Mr Sax's Hullabaloo

**Music Level 14:** At the far right side of the level you will see a cage beneath you that's inaccessible for the moment. Take the steps going up which will lead you to another cage. After your picture is taken by the photographer, you will begin a long downward slide. Pick up a lot of speed (be careful to duck underneath the notes), and run all the way into the wall on the far right side of the level (you will see some sparkling stars). If you picked up enough speed, brown spinning wheels will appear upon impact with the wall. Ride them up to another cage. You can move from left to right on the cymbals, but when they start to vibrate, move to the middle. It's the only spot to avoid getting squashed. The flying hooks will

lead you to another cage. Continue going up and you will find a free life.

**Music Levels 15 & 16:** Mr Sax cannot feel your punches. To beat him, punch his false notes back into the hole in his horn.

**Going back:** Once you get the helicopter power at the end of Allegro Presto, go back to Bongo Hills. In the fourth level (the one with the lightning), the helicopter will allow you to grab a flying hook that leads to a cage.

That should be enough for you to be getting on with so we'll leave it there for this issue. Be sure to check out SonyPro next month when we'll be uncovering some more of Rayman's many secrets.

### Map Reading for Beginners

There are one or two little things that may confuse you in our Rayman level maps. If you read this carefully though all will be explained so there'll be no need to phone us up saying "your maps are all wrong" now is there.

All the levels have been mapped with the exception of the Betilla the Fairy levels and the showdowns with the end of level bosses. These levels follow a fixed course so there's no real point in us doing them.

Some events which are normally invisible in the game do appear in these maps for a very good reason. For instance: the start/stop points of the automatic scrolls, or water going up (symbolised by one or more signs) or snowing (snowflakes), or the accelerating of the mosquito when he is running after Rayman (symbolised by the mosquito icon), etc.

You will understand them easily when you know what happens in each level.

Especially have a look at the 'gendoors': they are symbolised by the standing magician icon and when Rayman passes them they make a new event (an enemy, an Electroon cage...) appear somewhere. The link between each magician and the event each one makes appear have been drawn so you can easily understand the effect each one will have.

**DO NOT** get mixed up between:

- the magician's hat that you can see in the game and is the entrance to a bonus map.
- the standing magician icon, that you can not see in the game but makes a new event appear in the level when Rayman passes on it.



# Ridge Racer

Whether you're left for dead at the lights, cut up at corners or simply struggling to get some back seat action, these are the words of wisdom that will help turn you into a veritable driving god



## Shoot!

Everyone knows that to earn the eight extra cars you must clear the Galaxian screen at the start. That's the theory, but here's how it's done in practice:

Judge when the aliens are about to appear and fire two shots straight up the middle of the screen. Then move either extreme left or extreme right and work on that side from the outside in, taking out the end ones first and so on. When one side is clear, move underneath the next closest alien and work that side from the inside

**GET YOUR EYES OFF THESE AND YOUR HANDS ON THE WHEEL! YOU'RE GONNA NEED EVERY BIT OF HELP YOU CAN GET**

out. The last alien you shoot should be the top (yellow) one from the side you chose to attack second. Don't wait for the falling missiles, there isn't time. Try to beat them, and if you fail, well just reset and go for it again!

## Wheels!

Here at SonyPro we don't tell you how to run your lives; however, #4 car - the green and red striped one - has superb grip and handling, and is second only to the blue Galaga, available when you clear the Galaxian screen. If you're a master of control then make your own decision on a faster car. But number four will generally see you right, and we'll assume you're using that for the

purposes of this guide.

## Stop-Go!

At the start of every race, keep your revs at a level just out of the red. This will give you the fastest start and zero wheelspin.

Circuit 1 - It's possible to keep accelerating all around the course, EXCEPT for the tight bend after the seafront straight when you should briefly lay off (no brakes needed). Then, as you go around the bend, accelerate again to fishtail slightly - pressing left on the pad - and hammer out of it. Circuit 2 - Decelerate as on circuit 1, plus - if at top speed - at chevron bend, at the end of the tunnel, and at the wide bend before the home straight. Circuit 3 - As circuit 2. Full acceleration into extended track







### Demon!

Circuit 8! - The stomping ground of the near mythical and demonic Black Car, against which you and just one other competitor race. The #13 Black Car is a beast of monstrous power which parks up

during races only to sweep by moments later - and you have no way of knowing either when or from where it will pass. And certainly no chance of catching it up. Beat it, and you get to race in it and sample its general awesome- er... -ness.

To win this race you have to be in first position on the third and final lap. You won't be overtaken on a bend, so along the straights you need to weave about like a drunken nob (maintaining your speed and avoiding any crashes!) to prevent Blackie from taking you. If you're capable of controlling one of the faster cars you might find it slightly less tricky. Easy, yeah...?

### Do what!?

Ridge Racer is one of those rare racing games where it actually pays to use the brakes. If you choose to drive a car with wild acceleration, then avoiding tubbing

the walls and other cars is less important, as you'll be up to speed much more quickly.

Look out for the choppers which occasionally hover low enough to hit your car and slow you down.

Also, again unusually, the best perspective is that of first-person. In fact, playing from behind the car is pretty close to dreadful.

Be careful - if you're a friendless virgin - not to spend too much time checking out the chick at the start of each race, because

- 1: You'll start the race late,
- 2: She isn't real and she doesn't fancy you, and
- 3: It'll drop off if you don't leave it well alone.

As you can play your own music CD's during Ridge Racer, we suggest the Tender Moments compilation, featuring such artists as Jennifer Rush, Roger Whittaker and Slim Whitman, and a haunting electric guitar solo from one Hank Marvin.

and throughout it, except brake at first and fourth chevron bends (Both right handers).

Circuit 4 - As circuit 3. Because of increased speed, decelerate at the bend leading onto the seafront.

Circuit 5 (First backward track) - Keep on the inside of the other cars on the early bends. It's tight but you'll save time and avoid crashes. Brake slightly only towards the end, at the bottom of the steep hill which is a tight bend. If you're really good then you can skid right round it!

Circuit 6 - If you've won every race up to this point then you're obviously no sad bast, so we reckon you've probably got the gist of things by now. Except for...





# Discworld *Part 2*

Okay then, when we left Rincewind last issue, he'd just acquired himself a very nice little gate pass. Reckon it's time he used it? Think it's time he stopped slacking? So do we...



**G**o through L-Space (remember L-space? It's in the library. Go through the white door!) then head for the dining room. Use the drumstick on the gong (to get everyone rushing to the dining room because they think it's time for dinner) and get the prunes from the bench outside the University which has now been vacated by the irksome apprentice.

Leave the University and go to the Square. Enter the Psychotrickerist's again and talk to the troll. When the old biddy behind the desk informs you it's your turn you'll head off up the stairs to finally meet the Psychotrickerist himself. Watch the lengthy cut



from the maid. When he goes all starry-eyed and runs off, use the apparatus on the hapless and unsuspecting patient in the chair to extract his gold tooth. Go to the city gate then open the crate to get a keg and some fireworks. Give Carrot the Guard the gate pass and you will then be free to roam outside the

confines of Ankh Morpork.

Do so and head towards the Dark Woods. Along the way collect the Cockatrice feather and



scene and then take the ink blots he shows you before leaving.

Go in again and talk to the delightful maid to get a note and leave again. Take a doughnut from Dibbler and give it to the Dunnyman. Then go and talk to the Street Starfish who is, bizarrely enough, in the street, but, even more bizarrely, is not a starfish or indeed even remotely fish-like in any way.

Head off to the street and give the barber the note that you got







**COME HERE YOU  
LITTLE MONKEY  
OR I'LL SET THE  
LUGGAGE ON  
YOU**

arrive, the first thing you should do is click on the coconut tree and use the

butterfly net to skilfully catch the succulent fruit that falls to earth as a result

of your actions. All that lovely milk and er... coconut that is trapped inside is just too much for Rincewind to bear, and the next thing you should do is use the screwdriver you got in the dragon's cave to prise it open. From the Edge of the World you can also take the lamp.

Leave this unpleasant location and head back to the more familiar surroundings of Ankh Morpork. Go and see the Fishmonger again (on the street in case you've forgotten) and use the string to capture the octopus.

Put the eight-legged beast and the custard into the Dunny can and then exchange the prunes for the fishmonger's Caviar. This leads to obvious lavatorial consequences and allows you to relieve him of his belt buckle



while his trousers are embarrassingly around his ankles.

After your sides have stopped aching from laughing at this 'hilarious' example of toilet humour, go to the Palace.

Use an inkblot on the guard so that he will let you enter. Talk to the peasant and then use the garbage can with the oh-so annoying fool. (He's possibly the funniest character in the whole game. If there's one part where it's worth sitting through the ridiculous amounts of dialogue included in Discworld it's probably when Jon Pertwee's excellent court jester persona is involved.)

Use the bubble bath with the bath (surprisingly enough) then get the cap with the gold bell on it. Once more you should head back to the Unseen University, go into the library and enter L-Space.

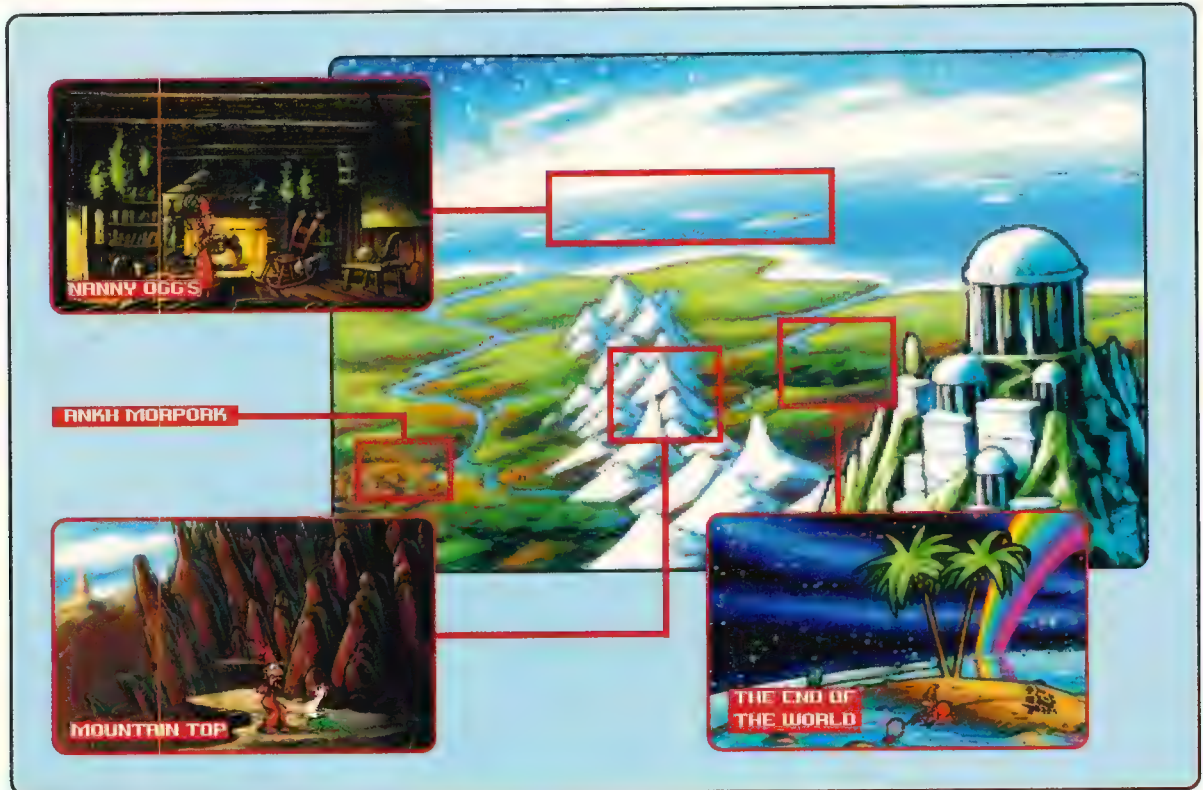
Leave the University and venture into the Shades! Go right until you find a house, and go into it. It soon becomes obvious that this is a house of ill repute, a place where the ladies of the night are



egg (following the cut scene at the top of the mountain) and continue on walking until you come to Nanny Ogg's house (she of the famous song 'A Wizard's Staff has a Knob at the End' for fans of the books). Go inside and fill the pot you collected earlier with custard from the cauldron which is bubbling away over the fire. Leave the cottage and head towards the Edge of the World. When you







often to be found. Talk to Big Sal (you must have read the graffiti by the Dunny) and ask for her special (Wahey!). Give her the egg, the coconut and cornflower



to get some yellow bloomers. Go back through L-Space once again.

Sadly, due to space restrictions, we'll have to leave it there for this issue - a great deal earlier than we would have really intended.

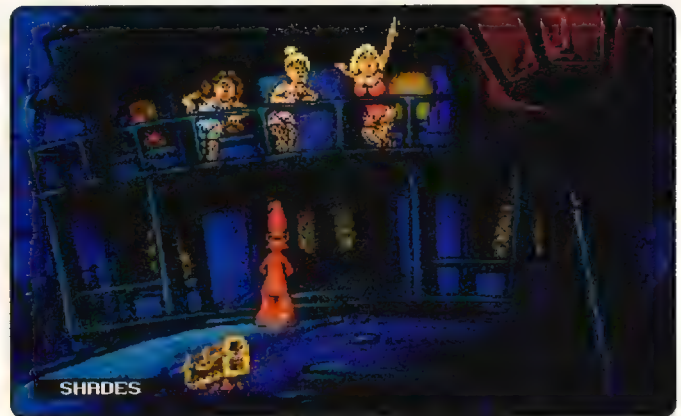
Does Rincewind finally rid Ankh Morpork of the fearsome dragon?

Will he at last manage to gain the respect and admiration he (possibly) deserves from his peers and betters at the University?

Can he get his end away with Big Sal in the Shades?



All these questions and many, many more will be answered in the very next issue of SonyPro. Don't go away. Unless, that is, you want to miss out!





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# Street Fighter II *The Movie*

Van Damme and Kylie Minogue transformed the fictional game characters into fictional movie characters so what we have here is the game of the movie of the game



## **Cammy**

Cannon Spike  
→ ↓ ↘ + kick

Spiral Arrow  
↓ ↘ → + kick

Laser Edge Slicer  
↙ ↓ ↘ ↗ + punch + kick

Cross Scissors Pressure  
↙ ↓ ↘ ↗ + punch (while jumping) + kick

Fatal Leg Twister  
↙ ↓ ↘ ↗ + punch

Axel Spin Knuckle  
← ↙ → + punch

Super Combo- spin Drive Smasher  
↓ ↘ → ↓ ↘ + kick

## **Ken**

Kuchuu-Tatsumaki  
Senpukyaku  
↓ ↙ ← + kick



Nataotoshi-Geri  
→ ↘ ↓ + kick

Osotomawashi-Geri  
← ↙ ↓ ↘ → + kick

Kamaharai-Geri  
↓ ↘ → + kick

Inazumakakato-Wari  
Hold kick

Super Combo- Syoryu Reppa  
↓ ↘ → ↓ ↘ + punch

## **Bison**

Double knee press  
Hold ← → + kick  
Head Press

hold ↓ ↑ + kick

Somersault Sky Diver  
Hold ↓ ↑ + kick, then punch to hit opponent.

Super Combo- Knee Press  
Nightmare  
Hold ← → ← → + kick

## **Guile**

Super Combo- Double Somersault Kick  
Hold ↙ ↘ ↙ ↘ + kick

SAGAT  
Tiger Knee Crusher  
↓ → ↗ + kick

Super Combo- Tiger Genocide  
↓ ↘ → ↓ ↘ + punch

## **Balrog**

Buffalo Head Butt-best used against air attacks  
Hold ↓ ↑ + punch

Dash Grand Straight  
Hold ← ↘ + punch

Dash Grand Upper  
Hold ← ↘ + kick

Super Combo- Crazy Buffalo  
Hold ← → ← → + punch

## **Chun Li**

Spinning Bird Kick  
Hold ← → + kick

Kiko-Ken

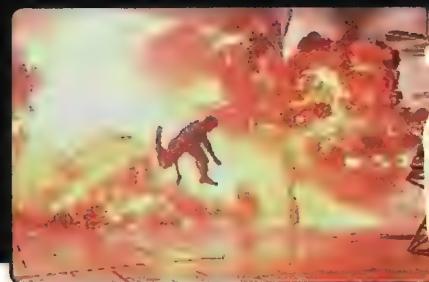
After years at the forefront of the beat'em-up genre Street Fighter appeared in the movie theatres around the globe. Whether it was any good or not is a different matter as nobody here has forked out their readies and seen it.

Whereas Street Fighter II had animated characters on every format, The Movie (game that is, not the movie) is crammed with digitised fighters. This makes it all look like that other scrapping 'classic' Mortal Kombat.

All of the characters included keep their special moves

from earlier console versions plus a couple of new ones and although they look different due to their digitised movie forms, to all intents and purposes it's the same game.

Where The Movie differs from previous outings is that it is possible to play in Movie Mode which







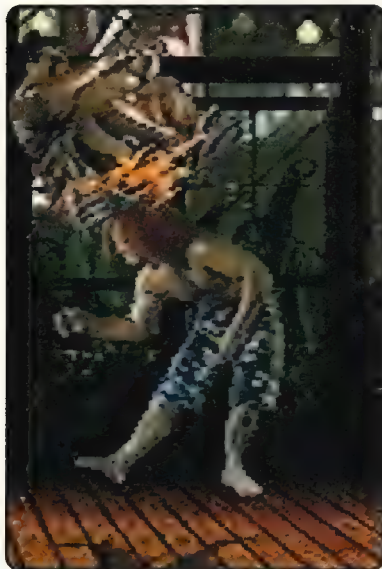
Hold **← →** + punch  
Hyakuretsu Kick  
kick (repeatedly)

Super Combo-Senretsus Kyaku  
Hold **← → ← →** + kick

### **Honda**

Super Zutsuki  
Hold **← →** + punch

Super Hyakukan Otoshi  
Hold **↓ ↑** + kick  
Super Combo- Onimuso



Hold **← → ← →** + punch

### **RyuU**

Super fireball  
Press **← → ↓ ↘ →** + punch  
for a

Super Combo- Shinku Hadoken  
**↓ ↘ → ↓ ↘ →** + punch

### **Sawada**

Sawada Special  
Input one after the other without  
pausing

**↓ ↘ →** + kick (1st)  
**↓ ↘ →** + kick (2nd)  
**↓ ↘ → ↘** + kick (3rd)

Super Combo- Kamikaze Banzai  
**↓ ↘ → ↓ ↘ →** + punch

### **Zangief**

Atomic Suplex  
Roll thumb around the D pad once  
and hit kick when close to the  
enemy. This will use the opponent  
as a pogo stick, smashing them  
headfirst into the ground.

Punishing Flattener  
**→ ↘ ↓** + punch

Super Combo- Final Atomic Buster  
Roll thumb twice around the D  
pad in a circle and then tap  
punch.

VEGA  
Rolling Crystal Flash  
Hold **← →** + punch

Sky High Claw  
Hold **↓ ↑** + punch and after  
jumping hit punch. This is an

attack far too quick to avoid.

Izuna Drop  
Hold **↓ ↑** + kick and then  
**← →** + punch after jumping.

Scarlet Terror  
Hold **↘ →** + kick

Super Combo- Rolling Izuna Drop  
Hold **↘ ↘ ↘ ↘** + kick, then  
punch when close to enemy after  
jumping.

### **Blanka**

Backstep Rolling Attack  
Hold **← →** + kick  
Super Combo- Ground Shave



Rolling  
Hold **← → ← →** + punch

### **Dee Jay**

Machine Gun Uppercut  
Hold **↓ ↑** + punch (repeatedly)

Double Rolling Sabbath  
Hold **← →** + kick

Super Combo- Sabbath Carnival  
Hold **← → ← →** + kick

gives you, Guile, 50 minutes to defeat every fighter and save the hostages held by Bison to prevent the government forking out billions of dollars in ransom money. Each bout will be preceded by a small video footage from the film. What this does for the game itself is not made clear, maybe it's to get people renting the video. Just one problem, there's no sound on the footage so it's basically a waste of time.

Other than this it still contains the vs mode which is what everybody played SF for in the first place. It's just

a shame it's a bit slow to when you play. Perhaps the boat's been pushed out a little too far this time.

Unsurprisingly Street Fighter - The Movie will be a huge hit and for this reason we've compiled a comprehensive guide with hints and tips to ensure you're unbeatable.



"Colonel Guile, the payment deadline for the ransom is almost here."



**Congratulations!** You've now reached the preview section. It's only 28 pages to the subscription pages, where you can have 12 issues for only £1.25 each.

Getting back to the preview thing, here's where you get to see which releases are going to make the headlines - or prove to be dirt - in the near future

# Prev

**112**

## Electronic Arts special

In the wake of the Sony/Sony Interactive Europe near-monopoly on PlayStation games comes the EA software assault

**116**

## Firestorm

Core Design's Thunderhawk dominated the Mega 32X market. The sequel hopes to do the same in the PlayStation arena

If there's a particular preview you'd like to see in this section, then write to:



**118****Hi-Octane**

One of the predominant theories held by software publishers is, 'What's good enough for the PC is good enough for the PlayStation'

**122****Actua Soccer**

Although Chris Woods and Andy Sinton may not be the 'world beaters' they once were, they look alright as motion video captured blokes on a simulated footy pitch

**126****Total NBA '96**

Far more involved than any basketball game that's ever been seen before. It's not that playable yet, but it looks stunning. Jules Burt, development manager, takes you through it

**128****Power Serve**

The Japanese version of this was a bit rank, so Ocean is doing its best to make it playable

**130****Johnny Bazookatone/  
World Cup Golf**

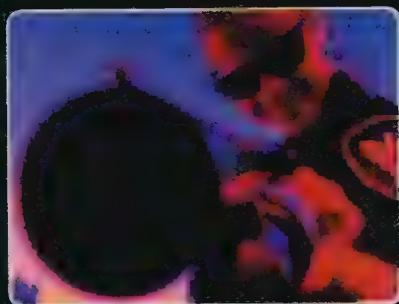
It's a double-edged attack on the PlayStation market by US Gold - a crazy platform game with a ream soundtrack, and a blandish golf game with no treat music to speak of, really

# IEWS

**124****Shellshock**

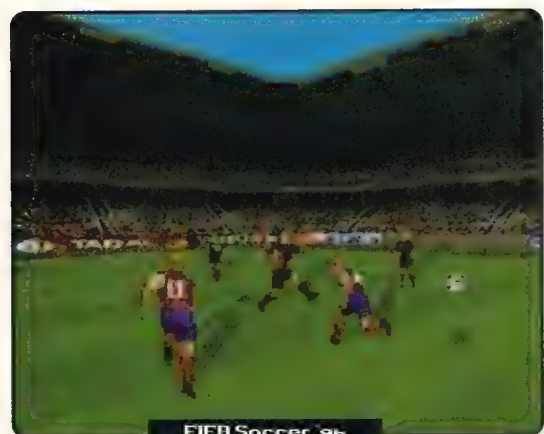
Not the world-renowned New Order song, but a tank-battling thang for the nineties. A bit like Cyberspeed is it then, eh? Is it?





**Electronic Arts is a giant on just about every video game format known, so when it throws its considerable weight behind the PlayStation, you can be sure that the good times are just around the corner**

# Modern art



FIFA Soccer '96 could well take the footy game crown



## FIFA Soccer '96

Unless you've been living on another planet for the last few years, you'll know all about FIFA Soccer and its earlier incarnations. Well, possibly the most popular footy game of all time is now coming to the PlayStation, and it's being totally revamped in preparation.

The PlayStation football game market is already cut-throat, but with features such as CD quality crowd chants and sound effects in Dolby Surround Sound (unique to the individual teams - Brazil's fans pound a throbbing rhythm from their drums, whereas European fans prefer a good

chant or two), multiple camera angles to take you right into the action, full play by play match

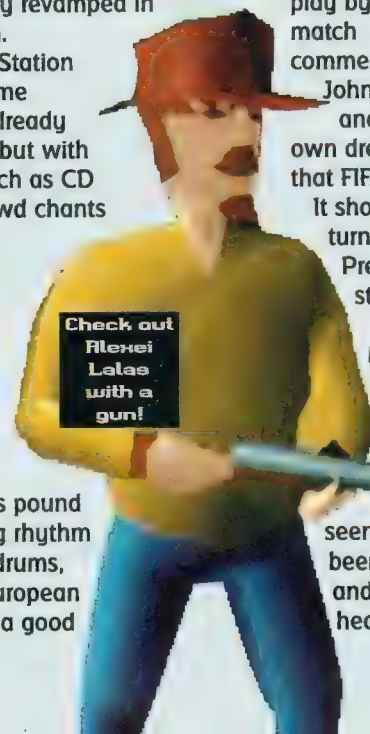
commentary by the legendary John Motson, over 300 teams, and the ability to create your own dream sides, it's a safe bet that FIFA '96 will come out on top. It should be available around the turn of the year, just as the Premier League season is starting to hot up.



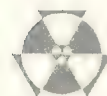
Check out Alexei Lalae with a gun!

## PGA Tour Golf '96

Also from EA Sports comes arguably the best golfing sim ever seen. The PGA Tour series has been going on for years now and is firmly entrenched in the hearts of many as their







PGA Tour '96.  
Another certain  
EA Sports  
success story



favourite game. Well, unless you've got a PC, the strides that have been made since the original Mega Drive game appeared are going to blow your mind. Photo-realistic golfers, including real pros such as Fuzzy Zoeller, Tom Kite and Craig Stadler are there, not just to give you some tough competition, but also to provide help and advice on the trickier holes.

Giant leaps forward have been made in terms of the graphics, and the extra power of the 32-bit system has been harnessed to the full, creating the best looking, most realistic golf game you'll have seen, and indeed, can hope to see in the near future.

Other exciting features include digitised golfer swings (photo-realistic), four different types of play - Stroke, Skins, Matchplay and Tournament - user controllable real-time fly-by of the holes, and a unique Arc Target aiming system.

Golf fans will no doubt already be beside themselves with

excitement, and even non golfers will probably be tempted by the delightfulness of the screenshots. The official UK release of PGA Tour Golf '96 should be soon, but imported versions are already available (see elsewhere in this issue for a review).

### Madden NFL '96

This is the one that most people will be waiting for. Madden fans are going to be in for an absolute treat, as this 32-bit incarnation of the gridiron classic looks absolutely stunning.

The previous games in the series lived or died on their playability, and although the same will be true to some extent with Madden '96,

there's no doubt that with graphics like this, it's going to be an absolute smash.

EA's Virtual Stadium technology is utilised, giving the player a choice of angle from which to view the on-field action. The game will also feature real NFL players in the graphics and animations, motion captured for added realism.

Madden '96 contains all 30 NFL teams, including the new franchises of Jacksonville and Carolina, along with rendered fly-bys of each stadium. John Madden provides the commentary, and he's





# Modern art



joined in the play-by-play box by his old mate and Fox TV colleague, Pat Summerall. There are also two other Fox commentators 'pitch side', giving team reports and injury updates.

Sounds good eh? EA reckons we'll see it before Christmas.

## Road Rash

Another long time console favourite is also soon to hit the PlayStation. Road Rash is kicking and punching its way along the highways of America and looking fitter and leaner than ever.

EA claims this is the first title to integrate motion picture technology with other mainstream entertainment formats; in this case video games and alternative rock music videos.

Featuring six 'hot' alternative music bands: Soundgarden, Paw, Swervedriver, Therapy?, Monster Magnet and Hammerbox, EA is hoping to attract the long haired sweat brigade as well as the

more usual brand of gamer.

Gameplay remains essentially the same, with the goal being to win the race by any means necessary, including kicking and punching your way to victory and using weapons that you acquire along the way. Win a race, win some money, upgrade your bike, win more races etc.

Road Rash is a very simple concept, but a very effective one nonetheless, and it will undoubtedly swell the Electronic Arts coffers when it's released before Christmas.

## Fade To Black

Causing a storm on the PC at the moment is the highly acclaimed sequel to Flashback, Fade to Black. Unfortunately this one is a fair way from completion, (release September '96), but it'll definitely be worth the wait.

Developed by French company Delphine, Fade to Black uses a completely new 3D engine and has a rich and deep storyline that's guaranteed to engross the player from beginning to end.

The much vaunted new game engine creates a complete 3D world in which there are three types of 3D objects, namely static texture mapped backgrounds, dynamic 3D interactive objects, and 3D characters.

Combined they are quite amazing, and Conrad's plight really does grip the player and draw him or her into the game.

Set in the future (2190 to be precise), Conrad has awoken from cryogenic sleep to find he has been captured and imprisoned by his arch enemies from the first game, the Morphs. You'll have to wait until the third quarter of next year to rescue him, but rest assured, he won't be going anywhere in the mean time.

## Shredfest

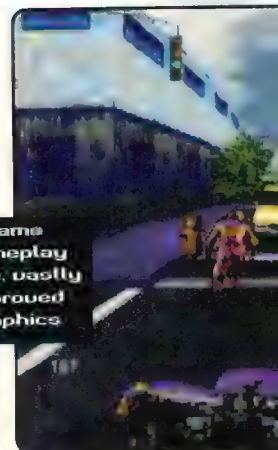
If you're into sports (and indeed, all things wintry, then



This time around Road Rash features some proper dirt music



Same gameplay style, vastly improved graphics



Those polygons really do work a treat







**The only electronic art Steve McNally appreciates is his nudey PC slideshow of Mavis from Coronation Street**

Shredfest is for you. If we were to say that it's an action-packed, high speed, slopestyle snowboard racing game, would you get the picture? Well it is.

You can discover the art of snowboarding and find fame and fortune as an expert 'boarder without having to resort to a real job. Again the game features rock music and videos throughout, to entertain the four players as they compete in four different events (two time based and two trick based) in eight different locations around the world.

You can choose a male or female character to represent you (no sexism here thank you very much), and must win races to build up money (as in Road Rash).

Shredfest is looking interesting to say the least, and if you can hang on until spring of next year, there'll be some 'radical' action coming your way!

#### Time Commando

**A**nimated action adventure is how Time Commando is billed. It's the latest game from the team which was responsible for the PC smash, The Little Big Adventure.

That was a fine game, and Time Commando is looking equally as good, even at this early stage.

Set far into the future when light speed is the limiting factor as far as increasing the power of micro processors is concerned, the only solution is to locate the computer core in another dimension where time will pass faster. You play an improbable hero - a quite ordinary computer repairman with only a limited passion for body building.

An accident in the core occurs, and seeing as you're the only person around qualified to sort the mess out, you have to travel through time and space and shut everything down before the unthinkable happens.

Out in February of next year, Time Commando is a fine example of what EA has in store.



A nice oriental pagoda from Time Commando



Shredfest: sort of MTV Sports meets Sony PlayStation

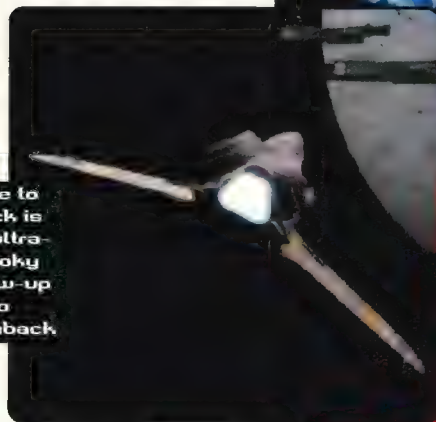


#### ALSO FROM EA

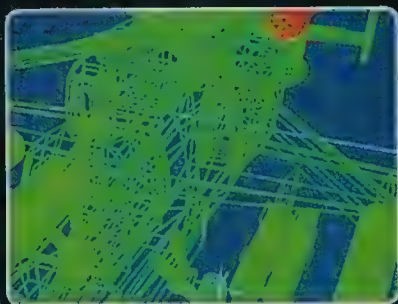
As if that wasn't enough, EA also has plenty of other great stuff up its sleeve. NHL '96, an update of the best ever ice hockey game, will be out around Christmas time, as will the excellent Wing Commander III and NBA Live '96. We've no shots as yet, but watch this space



Fade to Black is the ultra-spooky follow-up to Flashback







**What's the fascination with helicopters? Loved by Rambo and Noel Edmonds, hated by Mike Smith and Sarah Greene, they're such emotive machines that Core Design's producing a game all about them**

# The rotors

**N**ovember 1993 saw the release of Thunderhawk on the Sega Mega-CD. It went on to sell an incredible 70,000 units throughout Europe. The installed user base of Mega-CD at the time was around 90,000, meaning that

nearly 80% of all Mega-CD owners bought Core's helicopter arcade-style shoot'em-up.

For its time, the 3D scaling

techniques were startlingly good, with Thunderhawk being one of the first games to feature such technology.

Two years on, and Core is

aiming to create the same sort of success with the PlayStation follow-up - Firestorm: Thunderhawk 2.

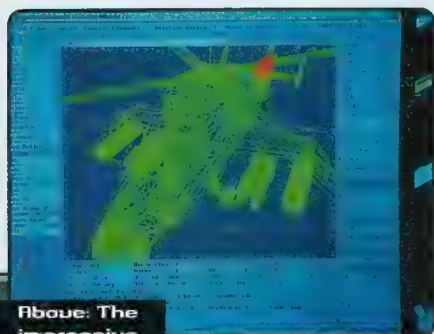
Marc Avory was team leader on the original Thunderhawk, and is Firestorm's lead programmer. He says: *In Firestorm: Thunderhawk 2, we're pushing the new games machines to their absolute limits. This game's going to be faster*

*than anything you've seen - and anything you're likely to see for a very long time, on any of the next generation formats.*

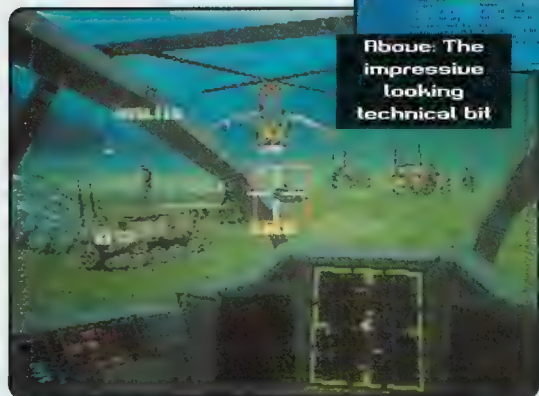
The original Thunderhawk set a technological precedent for the Sega Mega-CD and it looks as if its sequel, Firestorm: Thunderhawk 2, will have a similar effect on 3D graphics on PC CD-Rom, Sega Saturn and, most importantly, the Sony PlayStation.

Thunderhawk's playability will be enhanced, with Firestorm using a 'virtual' cockpit. From here, the player can view the combat area through 180 degrees, making for intense, addictive gameplay.

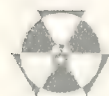
**Dateline:** 1999. Potential flashpoint situations in all parts of the world have increased to such an extent that NATO has been forced to establish a rapid response, helicopter task force to combat them. Its codename: Firestorm. As Firestorm One, the lead pilot of this elite force, you



**Above: The impressive looking technical bit**







## THE AH-73M THUNDERHAWK ATTACK HELICOPTER

**Origin:** USA.  
**First flight:** April 8 1998.

**Engines:** Two 1750 SHP (each) T-800B turboshaft engines, with a back-to-base capability with only one engine operational.

**Performance:**  
**Max speed** 235mph.  
**Minimum hover ceiling** 13,500ft. **max range (own fuel)** 500 miles.  
**Weight:** Empty

9,127lbs. **Mission weight (gross)**

12,048lbs.

**Systems:** Designed to withstand enemy fire of 12.7mm and 30mm, thereby greatly reducing combat losses due to damage to critical flight components.

**Armament:** 30mm chain gun with an unlimited supply of ammunition, AGM-214 Firestorm homing missile - maximum of 28 missiles, FFAR rocket pod - maximum of 116 rockets (fires two at a time), RCS-233 Runway Cratering System - maximum of four pods, 'Big Boy' Mk-84 500lb bomb - maximum of eight bombs, Mac-874A Cluster bomb - maximum of 20 bombs, Mk-3 Penguin anti-shiping missile - maximum of eight missiles, RC-14 Depth Charge - maximum of eight depth charges.

**Impressive eh?**

Where's Anneka gone? Not that bothered really

# ystem

must be on 24-hour standby, ready to fly your AH-73M Thunderhawk attack helicopter on a variety of highly dangerous missions across the globe.

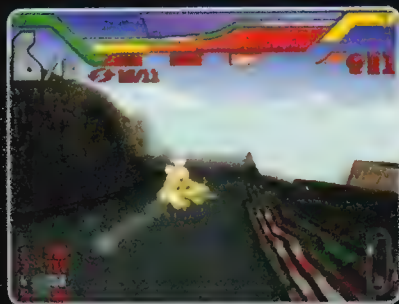
There are 30 missions to master, the overall objective being to complete every mission in each campaign. All the vehicles are polygon generated, there are multiple view angles - from inside and outside the helicopter - in-game speech, and a dramatic intro sequence.

Duck down so you don't get your head severed by next month's copter-tastic review.



*As a kid, Alex Lee always wanted one of those Action Man backpack helicopters. He was such a small lad...*

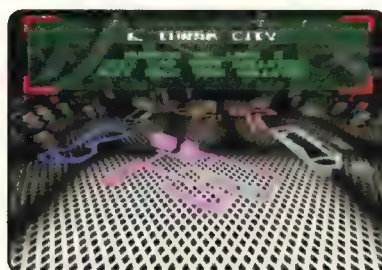




**Wipeout has outperformed every other PlayStation race game. Until now that is. Hi-Octane, from the revered Bullfrog stable, promises to throw a spanner into the works**

# Fast Carpe

Faster than a speeding carpel. Is it a bird? Is it a plane? No it's Hi-Octane!



A direct conversion from the PC version, Hi-Octane intends to deliver a level of speed and graphical excellence to surpass anything the PlayStation has so far offered in the race genre. Hi-Octane has been programmed using the Magic Carpet game engine, so the racing crafts float much like the carpet does, except a damn sight quicker.

Six vehicles have been created for selection. They are differentiated between by their looks, size, weaponry, handling and acceleration. Not surprisingly, the small 'uns are fast, but the larger craft boast a more powerful arsenal.

Set in the 21st Century, it's a drive to the death - it's no good being a quick pacifist. To succeed in Hi-Octane, you need to combine shooting skills with daredevil driving. The PlayStation version sticks with the scenarios that proved successful on the PC, namely cityscapes, urban wasteland and open deserts. Racing



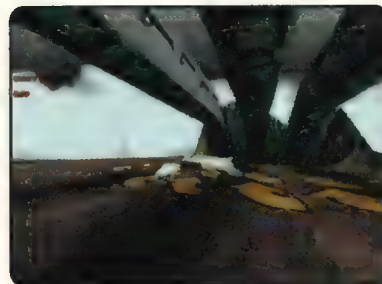


## FROG FACTS

- ★Arcade game *Frogger* was bish, but is fondly remembered as being ream
- ★Frogs come from frog spawn, which is served as a sweet for school dinners
- ★Cats love catching frogs and squashing them all over the kitchen floor
- ★Frogs croak - we all do eventually



It's impossible to convey Hi-Octane's speed with a few screenshots



# ts

techniques and arsenal selection need to be spot on to survive the rigours of the varied locations you'll encounter.

The armoured cars available wouldn't look out of place in any of the Mad Max movies, although their amazing speed and day-glo colours would render them incongruous. Hi-Octane is Bullfrog's first attempt at a true arcade-style racer, but its previous track record (see Bullfrog's Former Glories) bodes well for this release.

On the PC, Hi-Octane was produced primarily as a networked challenge, and it seems that the PlayStation will follow in its smoking skidmarks, except with a few important differences. For example, the version created for Sony's 32-bit wonder console features a split-screen two-player mode - as seen in Lotus (Amiga) and Mario Kart (SNES).

There's also an eight-player 'hot seat' extravaganza in which up to eight competitors can race against

each other on a turn basis. Clone racing allows players to effectively race against themselves to try and improve upon their previously set lap records (this option was first seen in the ubiquitous Mario Kart, incidentally). Finally, Death Match lets players configure the number of lives they have, thus making the game more of a combat thang than a race.

Major software house Electronic Arts will be releasing Hi-Octane on the PlayStation. That fact alone points towards the game being a success when it hits the shelves. IDG Media's PC Home gave the game a favourable 80% rating for the PC version. It's going to be nice to see a PC to PlayStation conversion that isn't merely the PC game with a few hi-res or full motion video cut scenes tacked onto it - a disturbing trend that's already symptomatic of too many PlayStation releases.

Without giving too much away before Hi-Octane is reviewed next

issue, a few words about the sound must be muttered. Russell Shaw is the guy behind the atmospheric soundtrack and ear-splitting explosion and gun fire spot effects which should blow away most of the disappointing PlayStation efforts to date.

## BULLFROG FORMER GLORIES

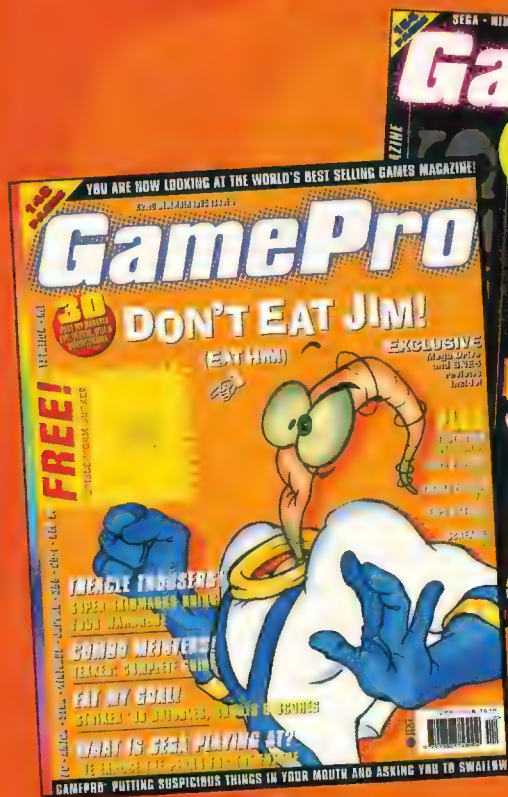
**Theme Park**  
(reviewed this issue)  
**Populous**  
**Populous 2 (the sequel)**  
**Syndicate**  
**Magic Carpet**

*Alex Lee used to dream about floating around on a magic carpet. Sadly, the weight of his beer gut will no longer allow it*

Also released on: Sega Saturn and PC CD-Rom



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previews and tips! Out on sale November 23 though is Issue 5, featuring the crazy antics of Team 17's Worms, plus a whopping portion of totally free meat produce. Peperami to be precise. So what are you waiting for? Get down to the newsagents and reserve your copy now!



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**Woods never comes out for crosses and Sinton's always injured, but they look great with the help of Interactive Motion Technology. Check out Gremlin's latest foray into the world of footy**

# Accurate F



**G**remlin's three Premier Manager games on the PC and Amiga are widely acknowledged as the best football management simulations in recent years. The PlayStation, however, is better suited to fast, arcade-style action, and not endless screens of stats. Therefore Gremlin, to its credit, is intent on creating a mind-blowing PlayStation football game for the next generation.

Ever since Aston Villa last won the league, video gamers have been crying out for a football game that combines both realism and gameplay in just the right proportions. They're dangerous things, football simulations. The utterly playable Sensible Soccer - on the Amiga - was about as realistic as Graham Taylor's team selection, whereas World Cup USA '94 looked the part, but didn't have gameplay to match.

Sheffield-based Gremlin called upon the services of local players, Wednesday's Andy Sinton and Chris Woods, and an Interactive



Motion Technology process was applied to their movements. The story goes that the two players believed they were turning up to open something or present awards. Little did they know that they were hired to dive around and do pretend tackles while being watched by Gremlin's in-house developers!

What happens is that the person undergoing Interactive Motion Technology goes into a little purple-walled studio. Golf ball-like sensors are placed on his joints,





# ootball?

and as they move around, this information is transferred, via video, onto a computer. The development team can then create wire-frame footballers upon which they can build realistic bodies which move around just like the real gadjies!

Developed in the US, at a cost of over a quarter of a million pounds, the Motion Analysis System can be used to recreate movements of any person - or animal - Gremlin fancy. The realism is, frankly, scary. If the gameplay in the boxed version is anything like as stunning as the effect achieved by the use of Interactive Motion Technology, Actua Soccer will be the most playable and realistic - therefore best - footy release on any video game format in history.

The version we have here at SonyPro is the one which was on show at September's ECTS. Therefore it would be unfair to pass any sort of judgement at this stage. The ref, for example, wears number 12, all the players look as

if they're wearing headbands, and you can run through the net at both ends and do a lap of honour if you so wish. Whichever end you score at your team always celebrates at the same goal, and the goalkeepers are still rubbish - worse even than Woods!

But despite these faults, it still looks and plays better than most footy games on the market now. The benchmark for PlayStation footy is currently Striker '96 (see reviews section), but Actua Soccer has the potential to charge straight to the top of the league.

**Alex Lee plays football in goal twice a week, but couldn't even catch a cold. Aaaaaatchhhhhooo! Cough, splutter etc...**

## SINTON & WOODS

*Sinton was a useful winger in a fairly rubbish QPR side and won some England caps as a result. He then got transferred to Wednesday for over £1 Million. Woods was great as Shilton's stand-in for Nottingham Forest, okay at Norwich and excellent at Rangers, but then inexplicably became all rubbish when he arrived at Wednesday. At the time of writing he's languishing in the reserves*

## FOOTY FACTS

- ★ Man Utd are out of Europe
- ★ Blackburn are as good (or as bad) as out of Europe
- ★ Terry Venables has sold out
- ★ Sunderland are going up





**Core Design, in its wisdom, has come up with their latest blast'em up and its first on the PlayStation. Released in October this is one big mutha of a fighting experience. Apparently**

# Bombed Out



Left: Unleash a lethal shell at the enemy tank immediately. He'll do exactly the same to you at any moment





Take the enemy out at all costs

**A** mercenary unit operating out of Jackson Island, New York known as 'Da Wardenz' fight for justice throughout the world after being the only surviving members of a Special Forces unit destroyed when US Intelligence deemed them expendable.

If this all sounds a little like an A-Team scenario it's only the storyline which recalls that fine 80's TV show, there's certainly no souped up black vans or 'Howling Mad' Murdochs contained in the final version.

You must begin your tour of duty to prove you're worthy of joining this bunch of do-gooders. Shellshock quite understandably is a shoot'em-up and if the early version we've seen is anything to go by it's going to be a killer.

Thankfully, although Shellshock is viewed in a first person perspective, it's no Doom clone due to the fact you're snugly tucked up inside your own tank. You view the area through the sights of your cannon and can look around from your

tank's turret.

As you'd expect the further you progress the more chance you will have to upgrade your tank's armour, performance and armament. These will assist you on tougher missions assuming you make it this far.

What seems to be the norm for PlayStation releases thus far is they've got a small animated intro which is purely for show but sets its stall and gives you a small brief on what's involved. Shellshock is no different.

Your battlegrounds will also vary from the forests in Mostvia Vatska to jungles and urban settings. They will all have their own mission directives and it's up to you to see them through successfully. you may get some assistance on occasion in the form of air support. This can be in two forms.

One is similar to a smart bomb where all other enemies will be wiped from the screen. The other assistance air support can bring is when you are rescuing captives. Your tank can only hold three of the

**USELESS FACT**  
*Shellshock isn't a regular occurrence outside of a war-zone, as no shells tend to go off*

hostages and if there's more you can send for the helicopter which will pick up other hostages and take them away to safety.

The enemy can and will do his utmost to prevent you succeeding your mission and has plenty of firepower with which to do it. You must learn to distinguish between the many tanks they have as some of them will be much more powerful than others. Not to mention the mine fields they will have laid to hinder your progress. And the air attacks they may inflict. Basically you must be prepared for attack from any side as there will

be no respite. Supply crates can be snatched from the ground during battle and you will be paid in full for what you take back to head-

quarters with you.

Your entire mission stats will be displayed when you reach HQ once again, shot accuracy, targets destroyed and which Mission Objectives you've achieved.

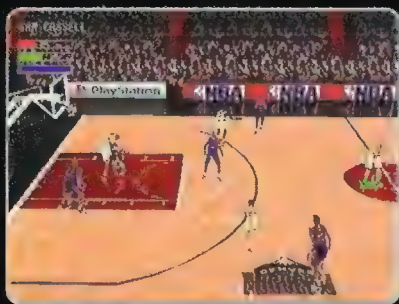
Core seem to have produced a complete package at this stage incorporating all aspects which make for a challenging and enjoyable experience in every department. This should sort out the men from the boys.

**Andy Sharp would like everybody to know he can't drive a tank. He can however give anybody a run for their money in kite flying**



Also released on: Atari Jaguar, Sega Saturn, Mega Drive, 32X and PC CD-Rom





**Total NBA '96 is to be the first PlayStation game to come out of Sony's London development office. Development manager Jules Burt tells SonyPro all about the latest sporting simulation sensation**

# Totally Utter

**Y**our development team's all-British, but basketball is an American sport. How do you know about rules and stuff?

Patrick Kinnucane's contracted to be our consultant. His enthusiasm for the game and the sport and wanting to get involved meant we picked him up immediately. He coached a college team in the States. The level of detail he goes into in the stats and things like that is really high.

He just watches over the whole team. Every couple of days we get this report from him (shows us a four-page fax with loads of points on, in minute detail). We need this, because we aren't necessarily the right people to do the sport to the nth degree.

He picked up on the rendered intro - he knows the two guys we featured and said it should be changed. He picks up bugs (like Renfield out of Dracula, arf arf) and makes gameplay suggestions. He just wants to be able to pick it up and work with it.

line-up - providing there aren't any deaths or anything like that. The NBA season starts, I think, in November.

There's about three companies that have the NBA licence - Acclaim with its two-on-two product NBA Jam (reviewed by Paul this issue), Electronic Arts with NBA live, and our product.

We got in there not just because we're Sony but because we're going to have a great product for the PlayStation. Plus, we showed them (the NBA) some early stuff back in January and they were really impressed. To create realistic movements, we motion video captured a guy called Dan Mead. He was left-handed, but our team managed to create right-handed players as well.

**How many players are there in Total NBA '96?**

There's a full set of 12 players in each squad. They're actually taken from the '96 line-up. We're hoping that by October 3 we'll actually have the final

**Where's the emphasis placed - creating an accurate simulation or a gameplay-fest?**

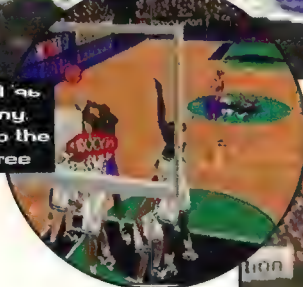
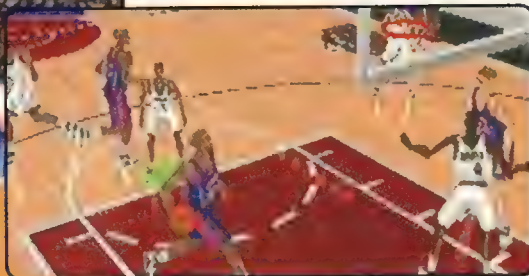
Ultimately we would like to do both. This is a simulation product, I can't get away from that. It isn't in







Total NBA '96  
from Sony.  
Realism to the  
nth degree



# IV NBA

direct competition with NBA Jam. We do feel, however, that it's up to people like you to decide that it is as playable as NBA Jam once you get to understand the game, the rules and things. We (the seven-man development team) play it with all the simulation aspects on anyway. Because of the fluidity of the animation and the coolness of it, it plays bloody well.

## How long has it taken compared to previous projects?

This is the first PlayStation product I've worked on - it's been pretty good actually. When the whole team was assembled it was the first week in February. There had been some earlier work done on prototyping and scripting before that. We're still obviously getting things like library changes and stuff in Japanese, but they're pretty good in support levels too. Fortunately we're dealing with a game most people can comprehend. It wasn't a game that needed hours and hours and days

and days of scripting. It's quite a rigidly defined sport.

So, in some respects, it was a good product to start on. It was quick development... although we're not there yet!

We've got quite a tight development team of seven people. You don't necessarily get 100% of people's manpower though, you can get management problems.

I've only been here a year, most people here have been here slightly longer than me - up to 18 months and slightly longer. This actual department was only really started 18 months ago. Initially there were only 15 people in one corner of the building.

## Will this be the first in a series of PlayStation sports games from the Sony stable?

We're in a situation where we want to produce very technically innovative products for the PlayStation and inspire third party publishers, which ultimately is our main business. When EA sees this

## Jules Burt

### Product Manager

Had his own company, Digital Magic Software, founded in '87, that developed on the Amiga and ST. Closed the company three years later because it was going to cost too much to go into the cartridge market. Was then taken on full time by Electronic Arts. He joined Sony just over a year ago and he's still only 26.

product and when Acclaim sees it, people like that, we want them to go away and say, 'hey this really is possible'. Let's go away and change our engines to work on the PlayStation. They have a more difficult job because they have to think about other platforms at the same time.

The technology's there to do football, basketball or any other sports title. Or fighting game!

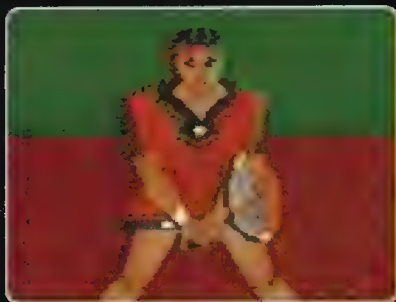
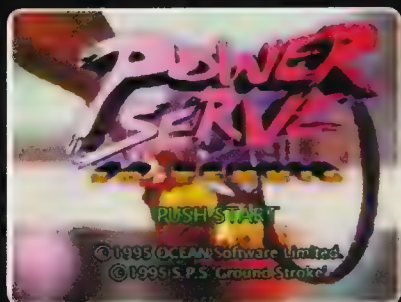
## How high profile is Total NBA '96 going to be?

Sony is going to do something different from the rest because it's the first internal product from Europe. It's also one of the very few SCE produced titles.

If people want to buy sports product, this is going to be one of the first to be available.

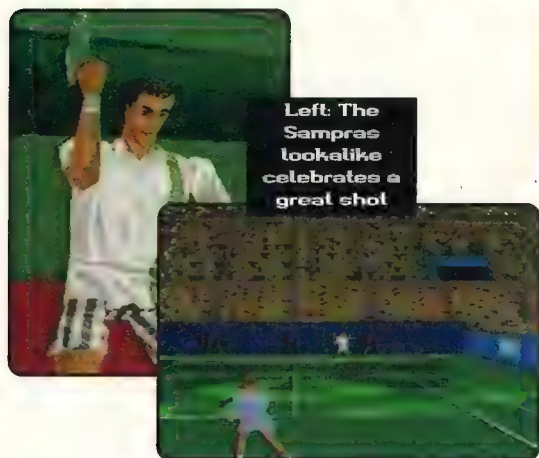
**Alex Lee once took part in a school quiz with basketball 'stars' Colin Kirkham and Art Wearren (a long time ago)**





**The ball was out by about a mile. The umpire's blind and goddamn senile. Chalk dust, everyone could see there was chalk dust. Power Serve from Ocean - time for a row with the umpire**

# Tentative



**T**he SNES and Mega Drive both boast excellent tennis games - Smash Tennis and Pete Sampras Tennis respectively. The PlayStation, so far, has none, and Ocean is looking to release the first serve and volley extravaganza for the 32-bit age.

A conversion from a Japanese PlayStation game, the emphasis is on creating a realistic-looking simulation without losing the power and speed that's synonymous with modern tennis. The version SonyPro looked at featured eight caricatures of modern day tennis stars, with Lee replacing Michael Chang, Legacy replacing André Agassi, and Guriffis replacing Steffi Graf.

Ocean, however, assures us that the rather cheesy names and faces will be changed in time for submission to Sony.

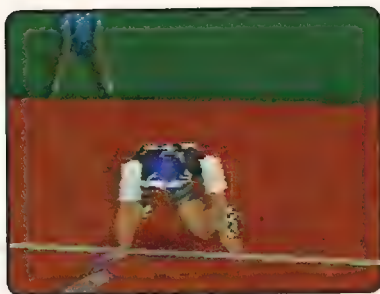
It's got something to do with the fact that the caricatures are a bit too spot-on, and a lawsuit from the players in question would probably go down like a lead



balloon at Sony headquarters. Legacy, for example, has a headband and garish gear, whereas Guriffis sports a short skirt and a pony tail.

Power Serve can be viewed from several different perspectives, although it has to be said that at this stage of the conversion process, there is only one view that's really suited to the rigours of





## POSH FACTS

- **British players never win**
- **Virginia Wade won Wimbledon in 1977**
- **Greg Rusedski is Canadian and not that good anyway**
- **There aren't any 'characters' in the game any more (like aggressive cheats Ilie 'Nasty' Nastase and John McEnroe)**

Right: Check out the 'funny' caricatures. These are being left out in the final version



# Tennis



At present, you need to play with pixel-perfect accuracy to be any sort of contender. More often than not the ball whistles past you, and the post-match stats tend to reveal a 90%-plus first service success rate, which, of course, just isn't on.

Having said all that, after half an hour's gameplay, when you get the hang of how your player reacts to moving around the court, your timing and positional play do improve.

So maybe the high level of accuracy needed might not be such a bad thing after all. And anyway, it's very realistic in terms of facing a pro who's constantly blasting the ball past you.

Three surfaces – grass, hard and clay – give the ball varying degrees of bounce, and you must change your tactics accordingly. The stadium which provides the backdrop for each match bears

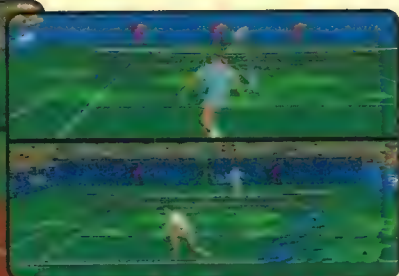
more than a passing resemblance to Paris' French Open venue, Roland Garros.

Little touches, such as the odd scurrying run which precedes reaching a well-placed return, give Power Serve a feeling of realism which no tennis game has thus far managed to re-create.

The players' celebrations, however, leave a lot to be desired for the moment. They look more like Kraftwerk with arthritis than super-fit professional tennis stars. (Pete Sampras' efforts are particularly cringeworthy).

Power Serve's doubles option is pretty playable – any combo of CPU and human player is possible. Anyone who can survive the computer's constant pounding array of shots and amazing around-the-court athleticism and agility is a true champion.

Watch out for the next issue of SonyPro where we'll be serving you a tasty tennis treat with a review of Ocean's Power Serve.



**The last time Alex Lee played tennis he lost three balls by clumsy over-hitting, thus bringing the game to a premature end**

serious competition. It's the angle that's favoured for the Wimbledon TV crew by the way – slightly elevated, looking from one baseline to the other.

The alternative view angles all look superb, but make gameplay awkward, as it's difficult to time shots when you're never exactly certain where the ball – and your player – is meant to be.

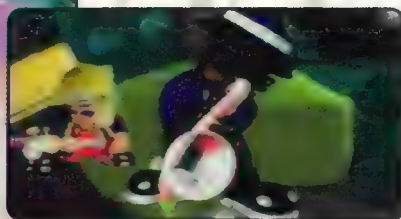




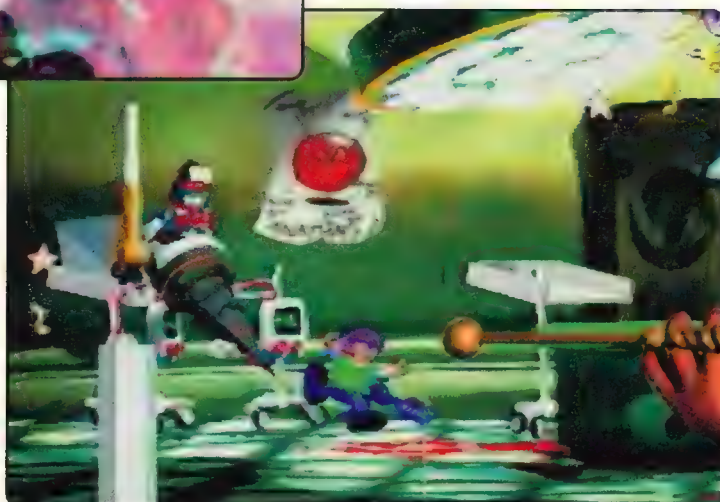
**Fabled multi-format software publisher, US Gold, is ready to launch a two-pronged attack on the PlayStation market. Enter night clubber Johnny Bazookatone, and day clubber World Cup Golf**

# The golden

Well since my baby left  
me, I've found a new  
place to dwell



Mad labs are  
always fair  
game for a  
platform level  
or two. JB's no  
exception





**J**ohnny Bazookatone is one of the most hyped PlayStation games of the year. The name alone immediately draws attention - he's a self-styled coolster who models himself on the king of rock 'n' roll himself.

Johnny goes further than merely impersonating Elvis at sparsely populated working men's clubs, however. His guitar shoots bullets faster than an Uzi, and when the Vegas casino chips are down, can destroy everything around him with a single almighty strum.

Sporting a floppy purple quiff, Johnny B is the invention of the Walsall-based Arc development team. An idea that had been floating around for two years is finally coming to fruition. The simple reason for this is that the PlayStation is the first machine capable of doing justice to a game that looks set to become the first PlayStation platformer to



## JOHNNY FACT

*In a desperate attempt to shift a few units on the Saturn, US Gold is giving away a Johnny Bazookatone music CD with the game*



It all looks familiar, but it's already pretty polished and playable

# boys

challenge UbiSoft's Rayman.

Johnny B has been created to be everything Sonic wasn't. Cool, streetwise and a great lover of music. A Blues Brother for the next generation, lots of time and effort has gone into his game's soundtrack. A mixture of tinny techno and junk jazz, it's one of the best musical accompaniments yet heard on the PlayStation.

Undergoing stringent game testing at the moment, a lot of the levels are still flawed gameplay-wise, but look every bit as impressive as the likes of Rayman and the SNES's finest-by-miles Donkey Kong Country. Over 20 massive levels will be up for play when the final version hits the shelves in time for Christmas.

US Gold is spreading its

PlayStation wares around this Christmas. Not content with having a bash at the platform market, it's having a do at the sporting sim arena with World Cup Golf.

Only moderately successful on the PC, eyebrows were raised when news broke that a PlayStation version was in development.

Thankfully, World Cup Golf isn't a direct conversion of the PC game, and several playability problems have been ironed out. This gives it an instant, slightly more arcadey feel, and you're not bogged down with countless menu screens.

World Cup Golf's courses are pre-rendered, so they're smoother and not pixellated like PGA Tour Golf (reviewed this issue), and could give Electronic Arts' flagship sports sim a good walk spoilt for its money. There are 16 tournament modes to pick from, and four real life courses to play on, including Runaway Bay in Jamaica, Hyatt Dorado Beach in Puerto Rico, and Mission Hills in Thailand.

US Gold's products will no doubt grace the PlayStation market in months to come. Full reviews of Johnny B and World Cup Golf will appear in next month's SonyPro.



*Elvis was never any good at golf, and golfers are rubbish at Elvis impersonations. Alex Lee, however, does a good impersonation of a golfer impersonating Elvis playing golf. Or something...*



**To what extent do cover gifts help to sell magazines? Have we reached the point where mags have no appeal of their own?**

## Magazine free gifts: **A dead**

**Alex Lee remembers his comic days**

**About 17 years ago**, two magazines made a big impact on me. The first was Roy Of The Rovers, the second was Scoop, and both had free gifts on the front. One mag was to become part of my life, whereas details of the other I can now only vaguely remember.

The first edition of Roy Of The Rovers (why did I throw it away?) had a free laminated paper football supporter's rosette complete with a load of sticky letters. The idea was, you could spell the name of your favourite footballer, or team, or even a rude word if you were daring enough.

After carefully sticking one name on, it was

nigh on impossible to remove the letters and try again, so my attempt at switching 'Sunderland' to 'Shaun Elliott' soon became a sticky-fingered nightmare.

Scoop's free gift, however, was far more user-friendly. It was a huge (at least it seemed that way when I was nine years old) plastic badge in the shape of an old-fashioned brown leather football. In the middle was a clip-on clear plastic disc. Behind it you could put a picture of any footballer you liked (a few were supplied if I remember rightly), and run around proudly in the playground knowing that if you didn't have the skills of Kenny Dalglish, you could at least wear a badge with his face on.

The point I'm trying to make, albeit in a rather round the houses manner, is that although the cover gifts initially attracted me to the mags, I only stayed loyal to one of them - namely good old Roy Of The Rovers - and that was the one with the vastly inferior freebie.

Earlier today I was reeling off names of stories and characters - I could even remember some of the plots for goodness sake.

There was Tommy's Troubles; a young lad who was brilliant at football but always 'got into right lumber' at school, and was forever involved in a battle of wits with school bullies Waller and Swate. Simon's Secret was about a boy who had a faulty bionic leg but wasn't allowed to tell anyone. The Hard Man featured the Desperate Dan of the football pitch, Johnny Dexter, and his weird, bald foreign manager, Viktor Boskovic.

Most bizarre of all, however, was The Footballer Who Wouldn't Stay Dead, which saw a promising youngster coached by a ghost who was struck by lightning at the same spot as his protégé. I could go on...

Of Scoop, however, I remember very little. There was a story entitled This Goalkeeper's Got Guts, about a 'keeper who used to play on with six broken ribs, and Stark, a strip about a mercenary footballer.

So why did I stick with Roy Of The Rovers? Easy. Because it was a brilliant read. It wouldn't have mattered if every other comic available had freebies on them - and believe me, a lot of them did - I'd have stayed loyal to ROTR.

So what do you think? You obviously didn't buy this edition of



Double density disks cost a lot less than you'd think





Issue one:  
Nothing  
free, but it  
sold out  
completely



A UbiSoft  
spectrum  
doesn't cost  
much, but  
looks good



# giveaway?

SonyPro for the cover gift,  
because there isn't one!

Looking around the  
newsstands today, the  
freebies just aren't as inventive  
as the cover gifts of old. Gone  
are the days of pseudo-silver rings  
with tiny stickers,  
plastic space spinners  
and sturdy secret  
agent code wheel  
things. The current  
trend seems to be  
supplements, or  
books, or posters.  
Why? Because  
they're cheap to do.  
Extras such as  
tapes, CDs and  
demo disks all have high perceived  
value, but you'd be  
surprised how



Street Fighter 2  
badges - free!

relatively cheap they are to  
produce, particularly if a party with  
vested interests comes in to share  
the cost.

It's SonyPro's policy to give you  
honest and informed opinions on  
the world of the PlayStation, and if  
there's a chance for a bit of a laugh  
along the way, we'll take it. All of  
us - from the writers and  
designers right through  
to the advertising  
sales team - are  
dedicated to  
producing a  
high quality  
magazine  
that you'll be  
proud to own

and use for future reference. As  
you know, there is no demo CD on  
the cover. We don't want to have to  
rely on gimmicks to sell it.

Britain's best selling mags, which  
range from freebie-less women's  
mag Take A Break (it sells over a  
million and a half every week),  
to freebie-less What's On TV  
(which sells even more!)  
prove that they're bought for

what's inside. In other words, never  
judge a magazine by the present  
on the cover.

It's up to you to  
decide whether all you  
want from a magazine  
is a free gift.  
Remember, the  
chances are it isn't  
strictly free at all (the  
cover price of most  
mags is set at a level  
where the cost of any  
extra promotional  
material is  
automatically passed onto the  
consumer, ie you).

Do magazines still sell on their  
own merit? You tell us. Write to  
Forum, SonyPro, at the Freepost  
address at the back of the mag.

You've now entered the area where  
you can have your say. Write to us  
now with anything vaguely  
PlayStation related. If you don't  
have anything PlayStation related  
to say, write to us anyway, and if  
it's interesting or funny in any way,  
we'll print it. What the heck...



Good  
old  
Rocky  
Rovers.  
He's the  
best



Books and glue. For safe  
children everywhere







### Dear SonyPro

Firstly, may I congratulate you on the SonyPro magazine supplement; it's looking fantastic and I wish you well with its continuing success.

Well, as you will be aware by now, enclosed in this rather exciting package is a free copy of PlayStation Frenzy, a fanzine that I have recently written.

If, for some reason, you actually enjoyed reading Frenzy, then I would be exceedingly appreciative if you could mention it in a future issue of SonyPro. I know that as a general rule, console mags don't do fanzines, but a brief mention may be helpful, if extremely unlikely.

I appreciate your tight schedule, and understand if you are too busy to reply personally to this letter.

Thank you for taking time to read this, and good luck in the future!

**David Hodgson, Stockport**

more than 9/10, but another where the best game only scores seven.

This isn't a fair way of doing it.

Point 6 - While we're on the subject, score games out of 100 rather than 10. It offers more scope.

Point 7 - If GamePro are right (and I don't think they are), why aren't YOU only using one big final score?

Point 8 - GamePro is £2.50 for 164 pages. SonyPro is £2.95 for 148 pages. Why? Is there to be a cover disc? Even though I don't think that a covermounted CD necessarily makes a magazine better, there will be lots of new PSX owners used to owning cartridge machines who will lap up the chance to sample demos for a few quid.

Point 9 - To make your mag stand out I think you should use in-game graphics on the cover. Because PSX can produce great visuals, it will look good. Try not to clutter up the cover

Game of the Month. If, alternatively, one month threw up a big steaming pile of crud, we just wouldn't nominate a Game of the Month. Both scenarios are, however, extremely unlikely.

Points 6 & 7 - The percentage marking system is antiquated.

After all, what makes one game only one percentage mark better than another?

A mark out of 10 is all games need - it's still obvious whether games are good or bad. It doesn't hurt to read the reviews in full either, instead of just going straight for the mark.

Point 8 - SonyPro has cost a lot more than

# Casual punters what SonyPro is!

### Dear SonyPro

I thought I would give you a little feedback on your taster issue (a 36-page supplement given away with GamePro). I know there was a questionnaire, but as you're a new magazine, I know this letter will be read anyway.

Point 1 - As the PSX costs £300, most owners will be adults, but the magazine doesn't appear to be catering for them. Don't fall into the Ultimate Future Games trap of throwing loads of screenshots in for kids to look at.

Point 2 - The font used for WipeOut on the cover (amongst other things) is interesting but messy. They don't tie-in with the 'clean' look of the magazine.

Point 3 - The icons used to represent all the sections are good, except the 'review' one with the head in. It looks poor.

Point 4 - The same goes for the pictures of the reviewers at the beginning of the reviews.

Point 5 - Don't have a Game of the Month. You might have an issue where half a dozen games score

with lots of writing as well.

Point 10 - I will be buying the magazine so don't worry - it's good!

Thanks for listening to what I hope is constructive criticism.

**Ben Isaacs, Cardiff**

### SonyPro replies:

Point 1 - Adults will buy the PlayStation, but console history suggests that the bulk of them will be buying it for their teenage sons. If it's proved otherwise, then we'll change the style of the mag where necessary.

Point 2 - The 'messy' font used for WipeOut (it's called Free Dom by the way) is there to provide a contrast to the 'clean' pages. It's also a font that hasn't been used by a console games magazine before.

Points 3 & 4 - The icons are all from the same set - using others would spoil SonyPro's continuity. As for the reviewer's icons, who wants to see what we look like anyway?

Point 5 - If there came a time when there was absolutely nothing to choose between two or more games, we'd have more than one

GamePro to set up - GamePro was already up and running in America before the British version came out. The paper quality of SonyPro is higher (and therefore more expensive) than that of GamePro too. We won't be covermounting a CD (see Forum feature), at least for the time being.

Point 9 - Extensive research has proven that magazines with lots of coverlines tend to sell better than those with a few - particularly new ones. Casual punters need to know what a mag's all about before they'll even go near it.

Point 10 - Thanks for the constructive criticism, Ben. We look forward to hearing what you think about this issue.

### Dear SonyPro

I find your magazine average across the board. Just as people constantly slag next gen games for being too 16-bitty and not building on the genre, you too are just a 16-bit mag with 32-bit articles. Sony is marketing its machine at people with a fair amount of disposable



income, so take as many with you as possible. Don't sell your mag short just to appeal to a younger readership.

Your cover started off fine. 'What's this?' I thought. But when you get inside, it's a bit shabby. I'm all for cyber design and

deconstructionist

typography, but I feel it is a bit half-hearted.

Look at American style mags Raygun and Bikini for

inspiration. They

have design which

is sometimes more

stimulating than

the content of

articles, and this

creativity would go

hand in hand with a

PlayStation magazine.

It's such an exciting area to

both writing style and design. We were all, not least our art editor, delighted to hear the mention of Raygun and Bikini, as we regularly read them all, as well as the likes of Hypno, KGB and G-Spot. There are unlimited design possibilities for us to explore, and we won't be afraid of doing just that.

SonyPro will always listen to and learn from our readers' opinions - something you won't be able to rely on from other publications. Thanks for having your say in such a forthright manner, Grant. You'd be appalled at the number of sycophants out there!

#### Dear SonyPro

These SAPS (Society Against PlayStation) adverts are just so shit. The PlayStation is the best and it is really cool to own. But will potential buyers know this

totally destroying the original game in the process.

The first time I played Galaxians in the arcade with my mates, I fell in love with it. The same can be said of Phoenix, R-Type, Space Invaders and Breakout, just to name a few.

Don't get me wrong, WipeOut on the PlayStation is a stunning game, both to look at and to play, and it shows just how far we have come in a few years, but where the hell is Flashback? On the Amiga it was a flag to be waved.

And can you imagine Galaxians on the PlayStation? What I am trying to say is that these games are where we came from.

Galaxians is a game in its own right, and on the PlayStation could be an arcade-perfect conversion. \* To add to it would destroy the game, because that's not what it's

# rs need to know s all about

read about and I would like the style to echo this.

So sorry to sound like a windbag, but I would love to be in such a cool position as you and your fellow workers, and I feel that you have the potential to be something very special, not just another games mag. Anyway, I will buy your mag whether you listen to me or not, as will most gamers.

Thanks for the opportunity to have a say, and I wish you all luck for the future.

**Grant Slater, Farnborough**

#### SonyPro replies:

It's difficult to ascertain exactly what readers want from a magazine - particularly at such an early stage in the PlayStation's (and this mag's) life. This reply is being written before the PlayStation has even been launched in Britain. Of course, this means it's a very exciting and experimental time for us, and the mag will undergo constant fine tuning to establish it as a respected publication in terms of

from these bloody adverts? They don't give the PlayStation the justice it deserves. If Sony spent half a billion dollars or something like that on a top machine like the PlayStation, then they should have thought out a bloody catching advert.

**Paul Fleck, Gillingham**

#### SonyPro replies:

It just goes to show that unofficial 'vehicles' such as SonyPro are often better at promoting the PlayStation than the makers themselves.

#### Dear SonyPro

My very first computer was a ZX Specky. Since then I have owned an Atari 2600, an Amiga, a Neo Geo, a Mega Drive, a SNES, a 3DO, another Amiga (for Kick Off), and now a Sony PS.

Over all the years and systems, I have played some classic games. But now, as I have upgraded to a better system, I have either been unable to find these games, or worse, they have been jazzed up,

about. And what do we get? One level banded on the front of Ridge Racer. There seems to be a pompousness in the software houses not to go back in time, or if they do, to tinker with old games.

What all the people want is arcade-perfect games, old or new. Mortal Kombat on the Mega Drive or SNES was far from this. But these two systems could both have had some arcade-perfect games on them. To show how bad it's got, I went to a Sega World the other day to find only fighting, car racing or flying games in it, and nothing else in sight.

When I went to my local arcade in my youth, there would be at least 20 games, all quite different, from Tron to Puz-nic. So let's dig some of them up for old time's sake, because I am quite sure Battlezone would give the new generation of gamers a run for their money.

**Tes, Birmingham**

#### SonyPro replies:

A dozen or so 'olde' games on one PlayStation CD would be great.



# SonyPro unveils the full list of PlayStation games that will grace Sony's fantastic **next** **generation console** over the next six months



## Worms

**Ocean/Team 17**  
Game of the month!  
The best multi-player  
game without the  
need for a multi-tap.  
Pure strategy, top  
fun and superfly  
gameplay

**Actua Soccer** - footy  
game using digitised  
Chris Woods and Andy  
Sinton - Gremlin  
**Adrenaline Factor** -  
cyberpunk  
strategy/shoot'em-up  
**Aeon Flux** - action game  
set in pressurised  
environment - Viacom  
**Aftershock** - Strategic  
helicopter shoot'em-up -  
Elite  
**Agile Warrior** - modern  
military combat  
simulation - Virgin  
**Air Combat 22** - good-  
looking shoot'em-up -  
Namco  
**Alien Alliance** - a load of  
extra-terrestrials get  
together - Virgin  
**Alien Virus** - adventure  
set in a spacestation  
**Alone in the Dark 3** -  
sharp shooting and  
sharp sleuthing -  
Infogrames  
**Alpine Racer** - skiing  
simulation - Namco

**Assault Rigs** - tron with  
posh graphics -  
Psygnosis  
**Ballblazer** - sports game  
on an artificial asteroid -  
Acclaim  
**Batman Forever** - movie  
tie-in platformer -  
Acclaim  
**Blo Hazard** - futuristic  
germ warfare - Capcom  
**Blades Of Rage** - flight  
sim/shoot'em-up -  
Ocean  
**Blazing Dragons** - fiery  
mythological creatures,  
but no knights - Crystal  
Dynamics  
**Casper** - film licence of  
ghost comedy - Interplay  
**Castlevania - The  
Bloodletting** - all-new  
dracula epic - Konami  
**Championship Pool II** -  
updated Pool game -  
Mindscape  
**Cool Spot 3 (Spot Goes  
To Hollywood)** - Red pill  
grows arms and legs -  
Virgin  
**Cosmic Race** - fast but  
too hard to control -  
Neorex  
**Creature Shock** - scary  
monsters and super  
creeps - (developed by)  
Interactive Studios  
**Cyberia** - enhanced ver-  
sion search & destroy  
set in Russia - Interplay  
**Cybersled (SP1, 5/10)**  
battlezone for the  
nineties - Namco  
**D** - successful Jap horror  
RPG - Acclaim  
**D&D Tower Of Doom** -  
hot translation of fantasy  
role playing arcader -  
Capcom  
**DarkNet** - students

sucked into the Net are  
transformed into virtual  
cyber beings - ASC  
**Dark Seed II** - grim  
graphic rpg/adventure -  
Cyberdreams  
**Darkstalkers** - tolkien  
style versus beat'em-up  
- Capcom  
**Defcon 5** - staving off a  
massive attack on a  
spaceship - Millennium  
**Destruction Derby (SP1  
G.O.M, 9/10)** driving  
smash'em-up that plays  
better than Daytona -  
Psygnosis  
**Descent** - enhanced  
version of Doom-style  
game - Interplay  
**Dimm & Witt** -  
butt-kicking action in a  
3D cartoon world - PF  
Magic  
**Discworld (SP1, 7/10)**  
tolkien mickey-taker  
pratchett gets a PSX  
game - Psygnosis  
**Dragon's Lair II** - linear  
tap-tap-press knightly  
adventure - Readysoft  
**Ectosphere** - spooky  
goings-on based on  
Clive Barker novel -  
Virgin  
**ESPN Extreme Games** -  
'modern' sports racing  
with roller blades, skate-  
boards etc - Sony  
**Exector** - poor man's  
Loaded - Japan  
**Extreme Power** - assault  
suits and transformer-  
style planes - Profile  
**FIFA Soccer 96** -  
updated popular footy  
game - EA  
**Firo & Klawd** - hilarious  
rpg with a cat in it -  
(developed by)

Interactive  
Studios  
**4x4 Gear**  
**'n' Guts** -  
off-road  
racing -  
ASC  
**Fox Hunt** -  
interactive  
movie game  
- Capcom  
**Frank Thomas Big Hurt  
Baseball** - baseball sim  
using real human bone  
movements - Acclaim  
**Freelancer 2120** -  
strategic cyberpunk  
action in realistic power-  
packed adventure - ASC  
**G-Police** - 3D futuristic  
rozzer sim - Psygnosis  
**Gex** - gecko lizard  
swiping tail to music in  
platform scenario -  
Crystal Dynamics  
**The Great Game** - spy  
adventures with real  
actors - Activision  
**Gunners Heaven** -  
standard  
platform/shoot'em-up -  
Sony  
**Harbinger** - action game  
using live action video -  
Mindscape  
**Hard War** - aren't all  
wars fairly hard? -  
Gremlin  
**Heart Of Darkness** -  
one-off adventure with  
christopher lee's voice -  
Virgin  
**Hermie Hopperhead** -  
Marioesque platformer -  
Japan  
**Hi-Octane** - quick-on-  
the-bandwagon conver-  
sion - Electronic Arts  
**Hockeydrome** - harsh-  
pants futuristic hockey







game - Activision  
**Hunters Of Ralk** - rpg with you taking the role of a spirit warrior - Cyberdreams  
**Hyperblade** - harshpants futuristic hockey game formerly known as Hockeydrome - Activision  
**I Have No Mouth But I Must Scream** - ultra-violent rpg/adventure - Cyberdreams  
**Incredible Idiots In Space** - see morons with weapons and lotsa ugly aliens - ASC  
**Incredible Toons** - Just like an interactive warner brothers' cartoon - Virgin  
**Indycar Racing** - less boring than nigel mansell - Virgin  
**Johnny Bazookatone** - could prove to be as good as its name - US Gold  
**Johnny Mnemonic** - keanu reeves' movie in a game - Sony  
**Jumping Flash** (SP1, 7.5/10) - bizarre 3D fly and shoot job, looks like starwing with knobs on - Sony  
**Kileak The Blood: The DNA Imperative** (SP1, 8/10) - repetitive doom copy - Sony  
**King's Field 2** - realistic blood 'n' monsters - Sony

**Knight's Chase** - reincarnation, museums and magic gloves - Infogrames  
**Krazy Ivan** - mechwarrior with knobs on - Psygnosis  
**Legacy Of Kain** - Old guy leaves something behind him - Crystal Dynamics  
**Lemmings 3D** - green-haired suicidal rodents get extra dimension  
**Loaded** - overhead view shoot'em-up using gouraud shading for effect - Gremlin  
**Lone Soldier** - hyper violent action combat - Telstar  
**Marco Polo** - re-live his epic, yet rather cold, adventure - Infogrames  
**Mazin Mahjong** - what's the fascination with tiles? - Sunsoft  
**Metal Jacket** - mechwarrior with buttons on - Sony  
**Minnesota Fats** - poor pool game with added full motion video - Data East  
**MLBPA (working title)** - baseball with animation modelled on top players - Konami  
**Monstrous City** - large town full of ugly brutes - Virgin  
**Mortal Kombat III** (SP1, 8.5/10) - bloody beat'em-up goes 32-bit - Sony  
**Motortoon Grand Prix** - next generation micro machines racer - Sony  
**Ms Metaverse** - look for the most desirable being

in the universe - Virtual Vegas  
**Muppet Treasure Island** - kiddie interactive entertainment - Activision  
**Myst** - amazing 3D version of pc classic rpg/adventure/puzzle/strategy - Sony Interactive Europe  
**NASCAR Racing** - incredibly popular PC game - Virgin  
**NBA** (working title) - 3D polygon basketball sim - Konami  
**NBA Jam Tournament Edition** - arcade-perfect basketball conversion - Acclaim  
**NFL (Working title)** - american footy programmed by original madden programmer - Konami  
**NFL Quarterback Club '96** - life-like american footy sim - Acclaim  
**Novastorm** - 3D shoot'em-up - Sony interactive europe  
**Off-World Interceptor** - stomach-churning jumps over alien landscapes - Crystal Dynamics  
**Onside** - footballing fun for all - Elite  
**Overkill** - gory military isometric view action game - Konami  
**Panzer General** - ssi war game - Time Warner

**Parasite** - scary notion of a copper from another planet possessing you - Sony interactive europe  
**Parodius Deluxe** - standard h/scrolling shoot'em-up - Konami  
**PGA Tour Golf '96** - texture mapped classic golf sim - EA  
**Philosoma** - many-faceted shoot'em-up - Sony  
**Poplotto Hebereke** - cutesy tetris derivative - Sunsoft



**Kileak The Blood**  
**Sony**  
 The most stupidly named yet the most fluid 3D first-person perspective game on the PlayStation. Not a pixel in sight!

**Power Serve** - 3D tennis with agassi & sampras caricatures - Ocean  
**Power Sports Soccer** - footy with players who look like members of kraftwerk - Sony interactive europe  
**Powerful Pro Baseball '95 & '96** - based on j-league baseball - Konami  
**Powerful Family** - archaic style scrolling beat'em-up - Sony  
**Premier Soccer** - multi-perspective 3D footy - Konami  
**Primal Rage** - monsters battering each other in







### Tekken

**Sony**  
 Okay, so we reviewed the Namco version. If the Sony one's any better, we'll let you know. It's a beauty!



**3D** - Time Warner  
**Prime Goal EX** - exceedingly slow j-league footy - Japan  
**Prisoner of Ice** - beat the nazis (good idea) Infogrames  
**Project Morph** - 3D flashback sequel - Electronic Arts  
**Project Overkill** - intense military action fare - Konami  
**Psychic Detective** - sherlock holmes goes all cerebral - Electronic Arts  
**Raiden Project** (SP1, 8/10)  
 standard v/scrolling shoot'em-up - Ocean  
**Rapid Reload** (SP1, 7/10)  
 horizontally scrolling 16-bit style shooter  
**The Raven Project** - earth has been taken over, you must win it back - Mindscape  
**Rayman** (SP1, 9/10) test-  
 ing platform game with

ballz-style sprite - UbiSoft  
**Ray Tracer** - shoot'em-up? - Taito  
**Razorwing** - strategic 3D blaster set in a hover tank - Sony  
**Return of the...** - tough guy with nunchukas - ASC  
**Ridge Racer** (SP1, 8/10) racing conversion - Namco  
**Rise Of The Robots 2** - this time the robots can jump over each other - Mirage  
**Road Rash** - only decent 3DO game gets a timely conversion - Electronic Arts  
**Screaming Wheels** - superfast racing simulation - JVC  
**Sentient** - save a space station - Sony interactive europe  
**Shanghai: Great Moments** - tile game with knobs on - Activision  
**Shanghai: Triple Threat** - tile game with more knobs on - Activision  
**Shredfest** - snowboarding featuring video clips of real snowboarders - Electronic Arts  
**Silverload** - wild west adventure - Vic Tokai  
**Slayer** - ssi first-person perspective adventure - Time Warner  
**Solar Eclipse** - combat shooter in 3D texture-mapped universe - Crystal Dynamics  
**Space Griffon VF-9** - hi-tech doom copy - Panther  
**Spawn** - stop the mad one before all the children disappear - Sony  
**Split Realities** - obscure two-faced goings on - JVC  
**Starblade** - original

arcade star wars game gets proper graphics - Namco  
**S.T.O.R.M.** - underwater action in the 22nd century - ASC  
**Street Fighter Animated** - game of the cartoon of the game - Capcom  
**Street Fighter The Movie** - the game of the movie of the game - Capcom  
**Sulkoden** - manga influenced rpg - Konami  
**Syndicate Wars** - arcade action and strategy through 360 degrees - EA  
**Team 47 Goman** - action shoot'em-up - 47 Tek  
**Tekken** (SP1, 9/10) incredible multi-combo beat'em-up - Sony  
**3D Baseball '95** - play ball in realistic stadia - Crystal Dynamics  
**3D Golf** (working title) - arcade conversion polygon golf - Konami  
**3D Lemmings** - next generation suicidal rodent-saving extravaganza - Sony interactive europe  
**3D Soccer** - polygon based footy game - Konami  
**Tilt** - colourful pinball from all angles - Virgin  
**Time Commando** - animated action adventure - Electronic Arts  
**TNN outdoors Bass Tournament '96** - catch fish without getting smelly fingers - ASC  
**Toshinden** (SP1, 9/10) multi-view vs beat'em-up - Takara/Sony  
**Toon Struck** - warner bros cartoon licence - Virgin  
**Top Gun** - this will take your breath away - MicroProse  
**Total Eclipse** - Looks like climactic x-wing scene in star wars - Crystal Dynamics

**Toki Meki Memorial Forever** - rpg: a teenage boy looking for the girl of his dreams - Konami  
**Twinbee puzzle game** - bizarre pop 'n' twinbee caper - Konami  
**Twisted Metal** - 3D street racer with 12 different vehicles and loads of weapons - Sony  
**V-Max** (working title) - fast futuristic racer with spaceships - Mindscape  
**Velocity** - action game - PF Magic  
**Virus** - first-person shooter - Sony  
**Warhammer** - official licence of fantasy battle game - Mindscape  
**Warhawk: The Red Mercury Missions** - fly an armoured spaceship through canyons - Sony  
**Waterworld** - film licence - Interplay  
**Wing Commander 3: Heart Of The Tiger** - multi-media platformer with Mark Hamill - EA  
**Wipeout** - superfast floating spaceshuttle racer - Sony interactive europe  
**WWF Coin Op** - wrestling nonsense - Acclaim  
**X-Com** - ufo, except underwater - MicroProse  
**X-Men Children Of The Atom** - different to baby ford children of the revolution - Capcom  
**Zeltgeist** - gratuitously blast away hordes of spaceships - Taito  
**Zoop** - addictive puzzle game - Viacom New Media  
**Zork: Nemesis** - surreal horror story - Activision







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# Strike a light and no mystake

One measure of a video game's greatness is whether it's had any strategy guides published for it. Wait for it... *Myst* has. An epic in every sense of the word, the strategy guide for its PC incarnation is 160 pages long - an indication of *Myst*'s massiveness.

First created in 1993 by Cyan Inc and Sun Corporation, Sony Interactive Europe is to release *Myst* on the PlayStation with added 32-bit splendour. The surreal island is back, and you have no option but to explore its mysteries. Featuring a totally original scenario, there are hundreds of pre-rendered locations to explore, all featuring ultra-high resolution graphics and incredible attention to detail. Hundreds of complex puzzles need solving in an ambient environment created by a haunting original soundtrack.

The PlayStation version of *Myst* is due out on January 24 next year. Subscribe to SonyPro now to guarantee yourself the first full unexpurgated review. You are about to be drawn into an amazing alternative reality...



## Comin' on krazy style

Since last month's preview, *Krazy Ivan* has come on a treat, but the people at Sony Interactive Europe still aren't satisfied with it.

### Full Motion Video

sequences have been added, the landscapes have been suitably modified to emphasise differences between the continents, and

there are now some superb lighting effects.

The landscapes can now be battle-damaged (ie burnt) and, to keep you on your toes, each level now has a time limit. If you don't clear any given region in time, the black knight appears to challenge you.

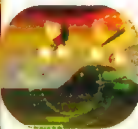
The black knight is your evil alter-ego, much like when Luke escapes Darth Vader in the Dagobah system. If you beat him, you're stuck back where you

were when the time



ran out, only this time you know better than to dawdle.

Reviewed next issue, *Krazy Ivan* looks set to use the PlayStation's capabilities to the full - and that can only be a good thing. Sound bloke Tim Wright also worked on *WipeOut*, so expect a pretty damn good soundtrack too.



**"Our goal has always been to become the pre-e**

## STOP PRESS

★ UbiSoft is to publish Anco's *Player Manager 2* on the PlayStation late next year. The French software house sold out its first shipment of 10,000 units of *Rayman*, and saw it take the number four place in the charts, just behind Sony games *Battle Arena Toshinden*, *Ridge Racer* and *WipeOut*. Plans are afoot for a PlayStation version of the successful 16-bit driving game, *Street Racer* -

release scheduled for the third quarter of next year.

★ Warner Interactive Entertainment (WIE) and Time Warner Interactive (Europe) have merged. Thank goodness for that. Everyone used to get the two mixed up. Now the two have joined forces to save any potential embarrassment. So, the likes of *Primal Rage* and *Striker '96* will now be published by the new company. It will retain the name of

Time Warner Interactive, thus giving away which company was the bigger of the two before the merger.

★ Blockbuster Video is now renting out PlayStation and PlayStation games. Available at 670 Blockbuster Video stores all over the country, the PlayStation costs £6.50 for two nights, with games coming in at £3.49. At the time of writing, there are only six games available for hire: *Toshinden*, *Ridge Racer*, *Kileak The*

*Blood*, *Rapid Reload*, *NBA Jam* and *Street Fighter: The Movie*.

★ Sharper Images at realistic frame speeds are now possible following the launch of Q-Motion, a new compression/decompression (CODEC) software from Attention To Detail (ATD), the Warwick-based software company. Initially available for the PC, the PlayStation version will be available before the year's out. Chris Gibbs, ATD's Managing Director,



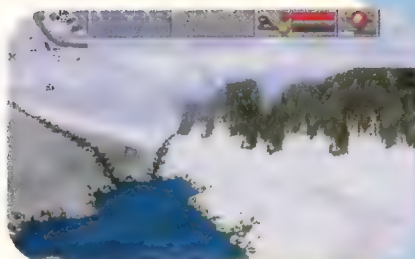
## Up, up and away-aye!

PlayStation owners are in for a treat courtesy of Bullfrog. The multi-award-winning PC CD-Rom game *Magic Carpet* received scores in excess of 90% in every single publication in which it was reviewed.

It featured 60 levels, but the PlayStation version will have a gigantomungous 76! To cause a bit of a stir, and create a major league good value game, the extra 26 levels which PC owners could only have if they bought a data disk have been included.

The 26 extra levels are set in a freezing, barren world – like Norway in the summer – with incredible-looking castles standing out magnificently against the icy horizon. Not content with giving PlayStation owners this big bag of riches, a brand new spell – the homing meteor – has been specially created too.

Bullfrog's Managing Director, Peter Molyneux, commented: *Magic Carpet*



*stretches computer technology to its limits. The superior technology of machines such as the Sony PlayStation means that we can take a superb game like Magic Carpet and reproduce it in its entirety. Also, the action bias of Magic Carpet makes it a natural choice for console conversion.*

*Magic Carpet is due out on March 31 next year. For a more in-depth preview, subscribe to SonyPro and you'll read it first.*



## Jack's back!

**J**ack is Back. The re-make of the sinister PC game, *Alone In The Dark*, is to hit the PlayStation before the year is out. Already an established series in the PC market, *Alone In The Dark* is respected for being an action adventure game that scores highly on technical merit as well as the all-important gameplay.

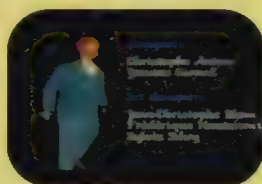
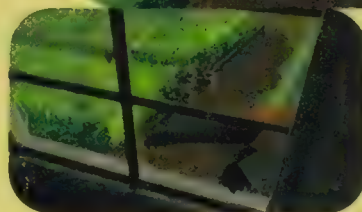
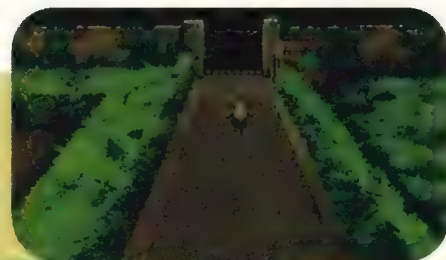
The reason why the PlayStation version has taken so long to appear is that French-based software publisher Infogrames wasn't happy with a straightforward conversion, rightly believing that the PlayStation is capable of much more impressive animation and colour than the PC.

Infogrames is confident that *Jack is Back* (*Alone In The Dark* with next generation knobs on) will provide

at least 50 hours of playing time.

All the characters are created using mapping and gouraud shading to create eerie movements in front of 230 backgrounds. The 3D animations of both the characters and the interactive objects move in real time, thus giving the whole proceedings a sense of utmost urgency.

Reviewed in next month's *SonyPro*, *Jack is Back* is likely to attract the more mature gamer, although at the end of the day it's still all about killing things.



minent interactive entertainment studio worldwide



commented: *Initially Q-Motion will be targeted at games developers. Q-Motion is competitively priced to enable every developer to benefit from its speed and quality advantages.*

★ Sony's PlayStation advertising spend is four times that of the Sega Saturn. Time will tell whether it sells four times as many – *SonyPro* reckons it'll outsell the Saturn by at least that amount. The PlayStation had already sold 30,000 units by October 9 – soon

there'll be as many PlayStation owners as *SonyPro* readers!

★ It's a battle of the British software publishers to capture the rights for Asci's American PlayStation release, *King's Field II*. Set in the medieval forests of Verdite, the player has to battle against the forces of good (hello?) and





# Robots resurrected

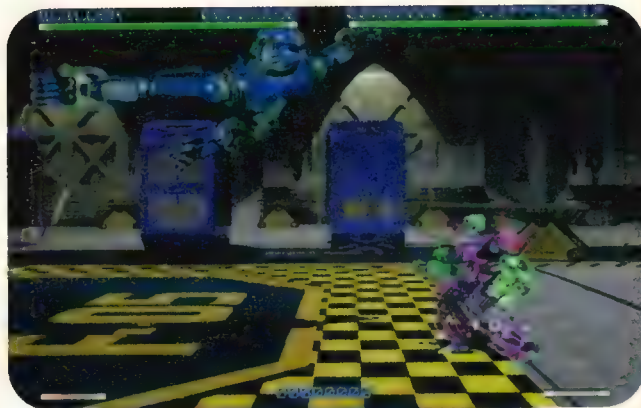
The game that everyone waited for, which became the game that everyone wondered why they'd waited for it, has spawned a sequel. And guess what? This time it's got gameplay!

Just to recap, Rise Of The Robots was massively hyped a year ago. It looked superb but it played pathetically. On some formats the

robots, in a one-on-one fighting situation, couldn't even cross each other to the other side of the screen - a fundamental mistake.

Rise 2, the Resurrection, sees all the problems of the prototype addressed, as well as much, much more besides. After Rise 1's relative failure, Mirage is taking the project very seriously, to such an extent in fact that an independent market research programme has been undertaken so the punter's demands are met head on.

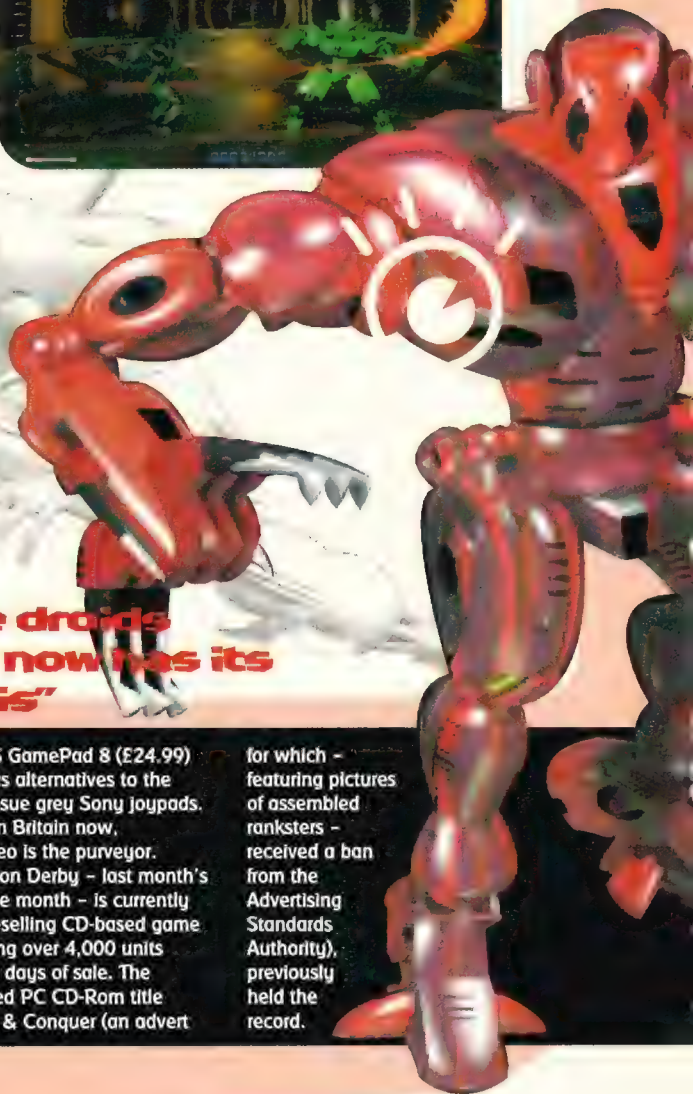
What it all boils down to is this: The PlayStation public is about to witness a graphically splendid and massively playable beat'em-up to give Tekken and co a severe run for their money. Released in February '96, stay with SonyPro for further hot robotic information.



NEW



**"Far from rendering the droids inoperative, each droid now has its own individual psychosis"**



→ (aahhh) evil. Never approach the island, though, for the sleeping beast in the darkness awaits the great awakening. ★ Acclaim and Warner Bros Interactive Entertainment have joined forces in a multi-title arrangement to jointly publish interactive entertainment software based on Warner Bros' in-production movies. The companies will co-operate from the

earliest stages of film and game development, jointly marketing all products and sharing resources. Acclaim is also well on its way to acquiring Probe Entertainment and Sculptured Software - two of the biggest independent software developers in the universe.

★ Two great joypads - not mentioned in the Peripheral Vision feature - have just come to our attention. The PS Propad (£29.99)

and the PS GamePad 8 (£24.99) offer serious alternatives to the standard issue grey Sony joypads. Available in Britain now, Spectravideo is the purveyor.

★ Demolition Derby - last month's game of the month - is currently the fastest-selling CD-based game ever, shifting over 4,000 units within four days of sale. The much-hyped PC CD-Rom title Command & Conquer (an advert

for which - featuring pictures of assembled ranksters - received a ban from the Advertising Standards Authority), previously held the record.



# Sorry guys.



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## Strategic warfare

Next year will see the PlayStation release of *Syndicate Wars*. Its predecessor, *Syndicate*, went down a storm on the 16-bit formats and the PC, and *Wars* continues where *Syndicate* left off.

The plot involves three different interest groups who are bidding to rule the *Syndicate* world. Eerie realism is created by new light sourcing techniques making search lights, fires and explosions illuminate the stark futuristic look of the landscapes. A criticism that could possibly have been levelled at *Syndicate* was that sometimes it plodded along, but this has been addressed in *Wars*, where the action is more arcade-style. Bullfrog's commitment to multi-player games will be reflected upon release - published by EA in January - when several options for simultaneous play will be included.



## Issue one sells out!

Last month's *SonyPro*, the very first issue of what already seems to be an institution in the PlayStation world, sold out, and 10,000 extra copies had to be printed to cope with the huge demand!

It seems that discerning PlayStation punters - that includes you! - have already made their minds up about which mag is going to serve their needs the best in the next generation. Thanks to all our loyal readers for helping us get off to such a blistering start. And don't forget to subscribe - it's cheap and you've just turned past the page.



**"All the people, so many people, they all go hand in hand, hand in hand for their PlayStation" - Blur**

## Stars lend support

Rock-hard British boxer Prince Naseem is officially endorsing the PlayStation. He's the WBC international super-

bantamweight champ, so don't mess. Check out his snazzy new pair of shorts the next time he's on telly. Damon Albarn out of Blur was recently seen playing the PlayStation in the Top Of The Pops changing rooms.



## Previewed next month

**Tekken 2** - exclusive preview viewing of ream beat'em-up



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